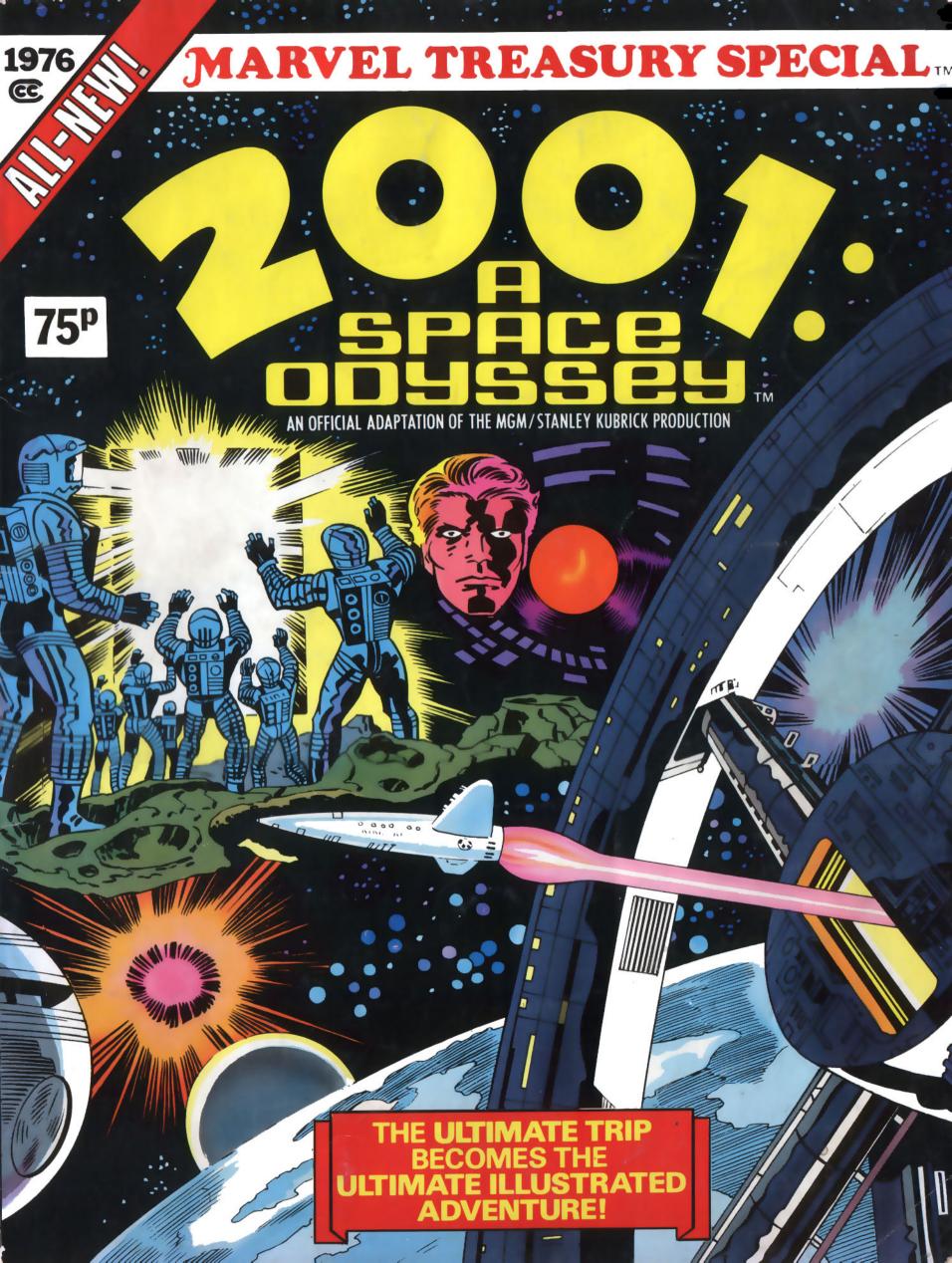
The Comics Library 22

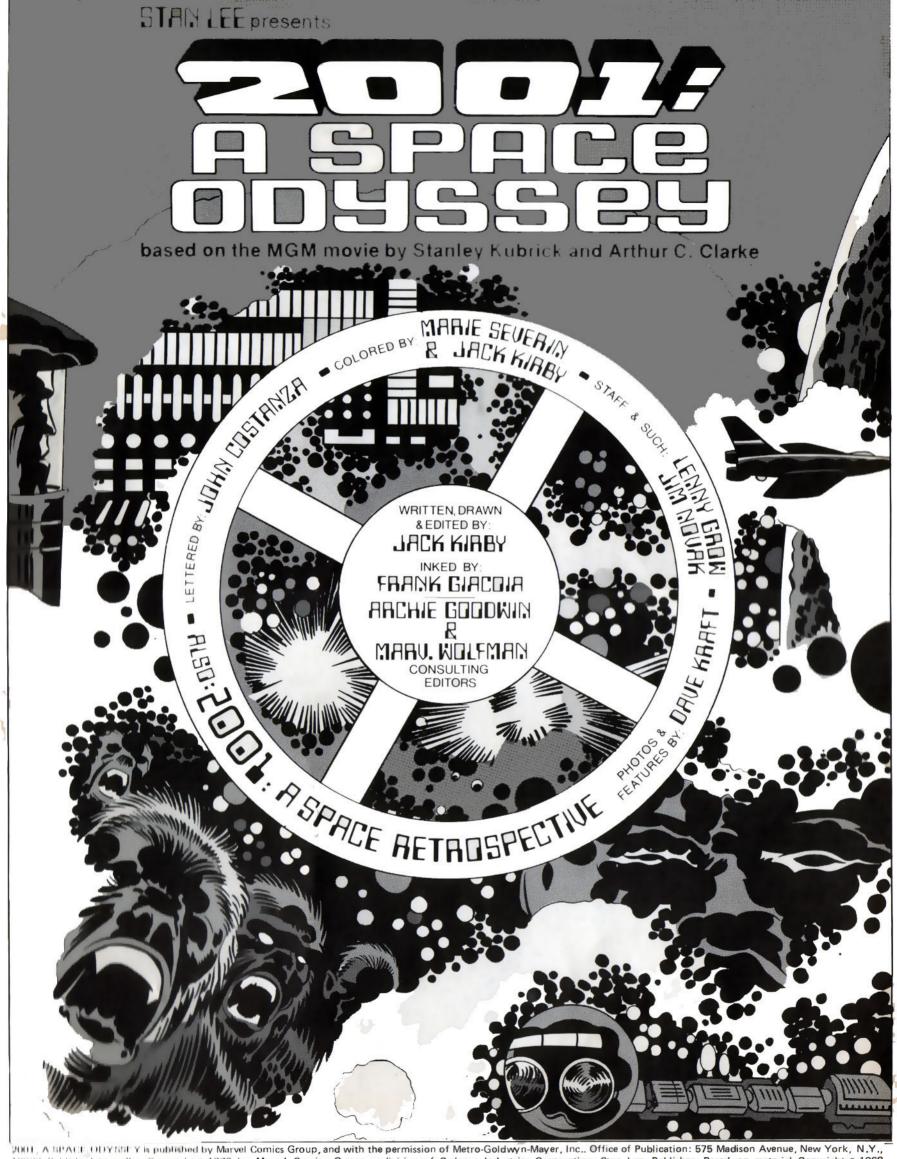
2001: A Space Odyssey



2001: A Space Odyssey (1976)

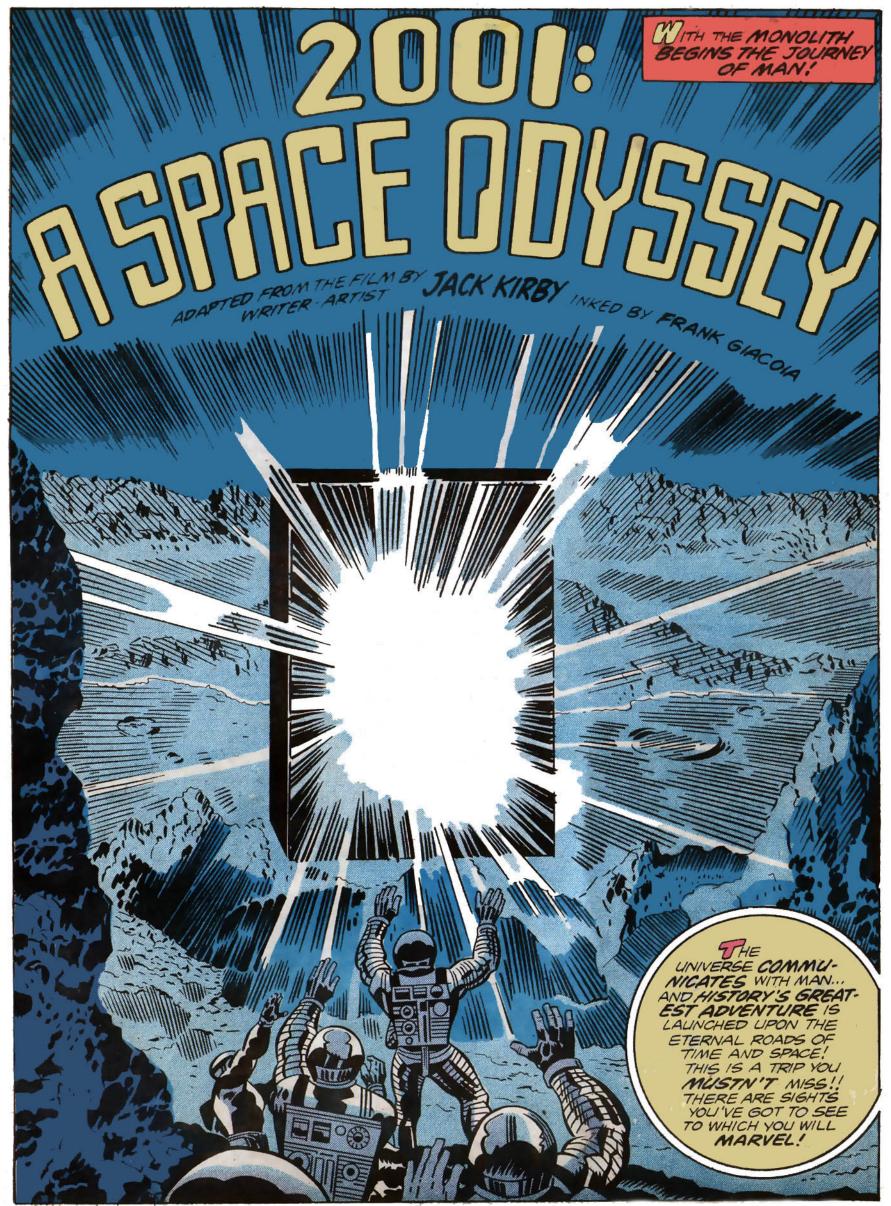
Jack Kirby (Writer)
Jack Kirby, Frank Giacoia (Artists)

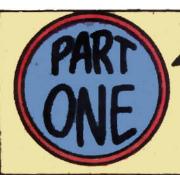




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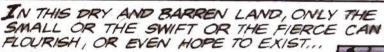
All hustness impulsies should be addressed to Ed Shukin, Director of Circulation, 9th floor. Sol Brodsky, V.P. Operations; Jack Kirby, Editor; Archie Goodwin, Editor-In-Chief; John Verpontten, Production Manager; John Romita, Art Director.

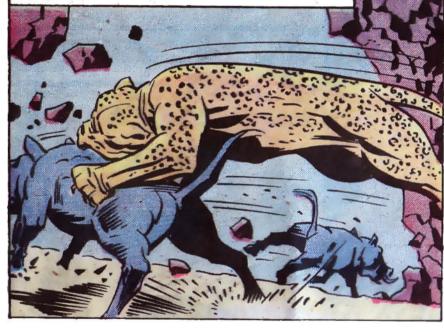




AFRICA--4,000,000 years ago! THE SAGA OF







THE MAN-APES OF THE FIELD HAVE NONE OF THESE ATTRIBUTES... THEY ARE ON THE ROAD TO EXTINCTION... ABOUT TWENTY OF THEM OCCUPY A GROUP OF CAVES OVERLOOKING A SMALL PARCHED VALLEY ..





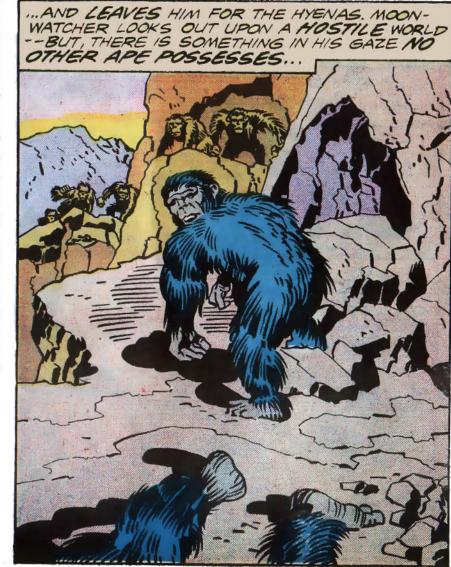
THE TRIBE HAS ALWAYS BEEN HUNGRY, AND NOW, IT IS STARVING ... WHEN MOON - WATCHER DISCOVERS THE EMACIATED BODY OF THE "OLD ONE", HIS FATHER, HE FEELS SOMETHING AKIN TO SADNESS ...



HE DOES NOT KNOW THE "OLD ONE" WAS HIS
FATHER, FOR SUCH A RELATIONSHIP IS
BEYOND HIS UNDERSTANDING...YET, HE UNMISTAKABLY HOLDS IN HIS GENES THE PROMISE
OF HUMANITY... IN HIS DARK, DEEP-SET EYES IS
A DAWNING AWARENESS--THE FIRST
INTIMATION OF AN INTELLIGENCE WHICH WILL
NOT FULFILL ITSELF FOR ANOTHER TWO WILLION
VEARS



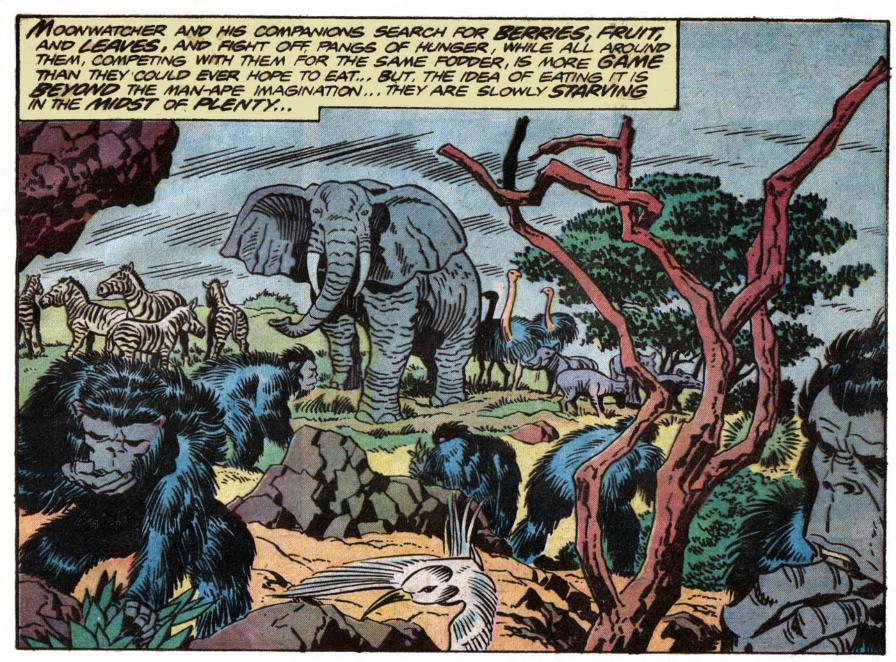
















MOONWATCHER IS AMONG THOSE WHO ESCAPE THE ATTACK...THIS NIGHT HE DOZES UNEASILY -- STRAINING TO CATCH EACH SOUND OUT-SIDE THE CAVE...



NOW FEAR CREEPS INTO HIS SOUL...HE HEARS A SOUND HE CANNOT IDENTIFY...IT IS A CONTINUING CRUNCHING NOISE THAT GROWS STEADILY LOUDER... LOUDER...



MOONWATCHER CAN'T POSSI-BLY GUESS AT THE MEANING OF THIS SOUND -- FOR IT HAS NEVER BEEN HEARD BE-FORE IN THE HISTORY OF THIS PLANET...

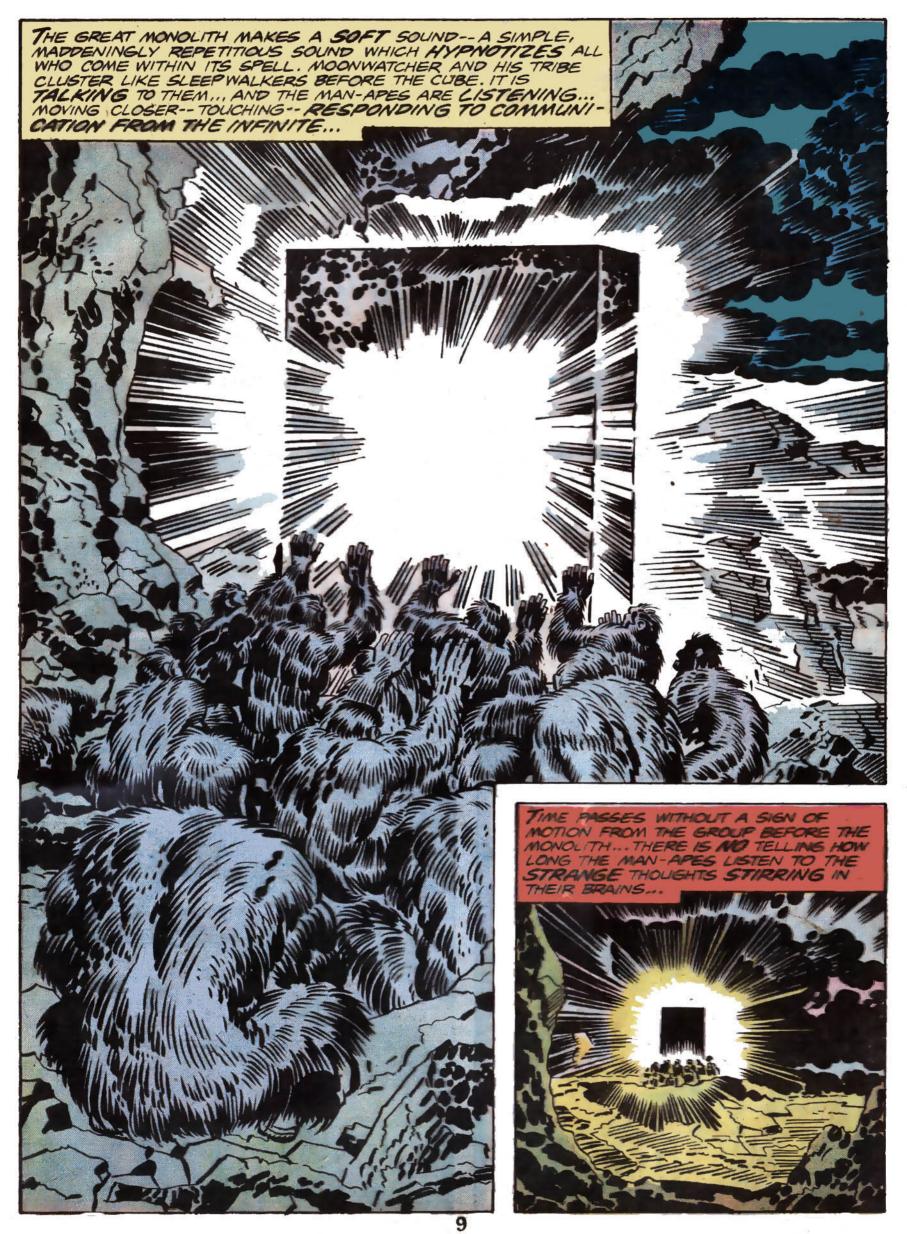


WHEN HE LEADS THE TRIBE DOWN TO THE RIVER IN THE MORNING, MOONWATCHER COMES FACE TO FACE WITH THE MONOLITH.

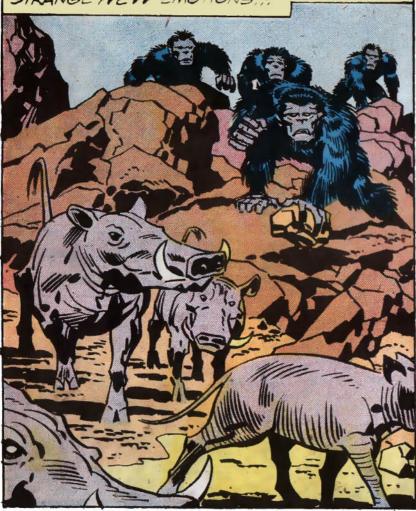
IT IS A GREAT CUBE -- AND, THERE ARE NO NATURAL OBJECTS TO WHICH MOONWATCHER CAN COMPARE THIS "NEW ROCK!"







LATER, AS IF AWAKENING FROM A DREAM,
THE MAN-APES SCUTTLE BACK TO THEIR
CAVES -- THEY HAVE NO CONSCIOUS MEMORY OF WHAT THEY HAD SEEN. DAYS PASS
--THE MONOLITH HAS VANISHED -- AND MOONWATCHER IS LEFT TO CONTEND WITH
STRANGE NEW EMOTIONS.



MOONWATCHER FEELS THE URGE TO KILL!
AT THE SIGHT OF WART-HOGS PASSING BY WITH APPARENT DISREGARD FOR DANGER FROM THE NORMALLY HARMLESS MAN-APES, MOON-WATCHER SUDDENLY SEIZES A STONE AND HURLS IT AT AN UNFORTUNATE PIG!

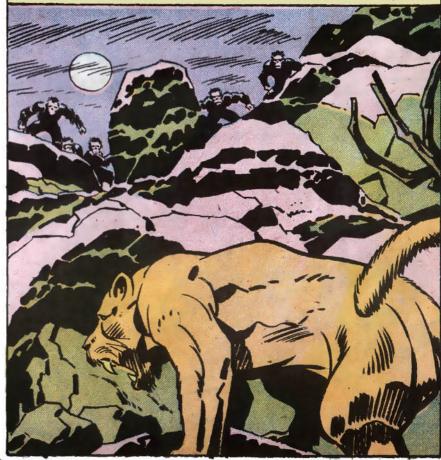


THE TRIBE HAS NOT ONLY BEGUN TO KILL

GAME, BUT, IT NOW FINDS THE NEED FOR
WEAPONS AND TOOLS... THE MAN-APES
HAVE TAKEN THEIR FIRST STEP
TOWARD -- HUMANITY...

WITH THE MONOLITH'S COMING, THE JOURNEY
TO THE FUTURE IS ASSURED... MOONWATCHER
AND HIS TRIBE WILL EAT WELL. IT WILL GROW
SLEEK AND STRONG-- AND DEAL HARSHLY
WITH ITS ENEMIES!! DAYS PASS. THE LION
WHO PREYS UPON MAN-APES SEEKS THEM
IN THEIR CAVES. HE DOESN'T FIND THEM,...





MOONWATCHER AND HIS MAN-APES ARE ABOVE THE LION--THEY ARE HIGH ON THE HILL--DISLODGING A GREAT BOULDER WITH WOODEN STICKS--CAUSING IT TO CRASH DOWN THE SLOPE...

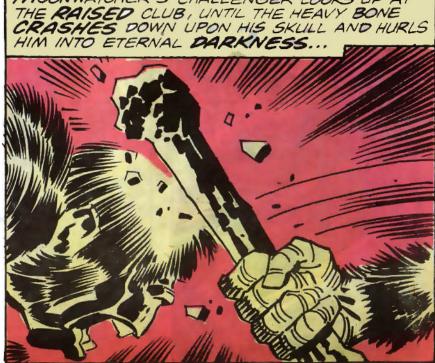


THE LION TWITCHES ALERT AT THIS SOUND -BUT, HAVING NO FEAR OF THESE CREATURES,
HE HESITATES LONG ENOUGH TO MAKE ESCAPE
IMPOSSIBLE... HE BECOMES THE VICTIM OF
MOONWATCHER'S TRAP...



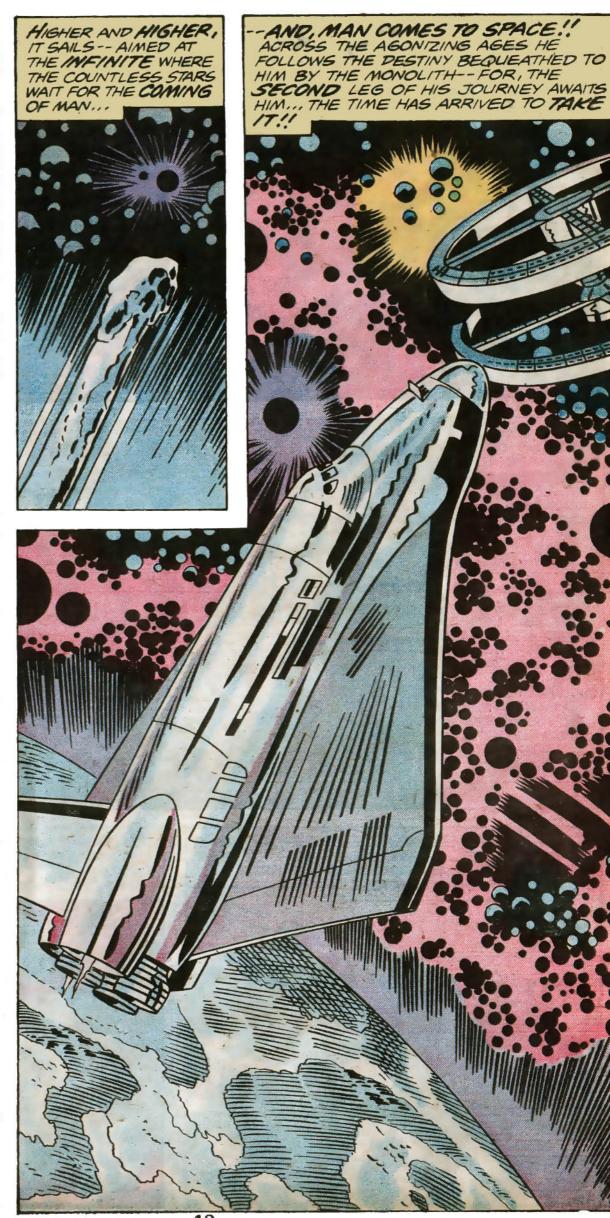






MOONWATCHER'S CHALLENGER LOOKS UP AT





WO 2001 MOON











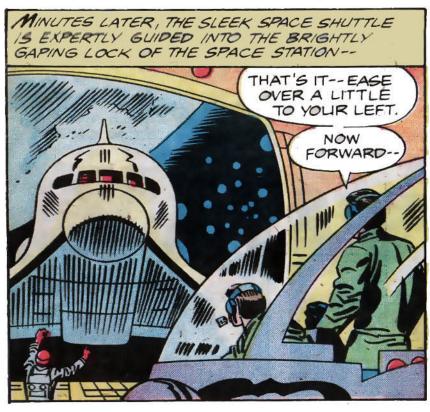




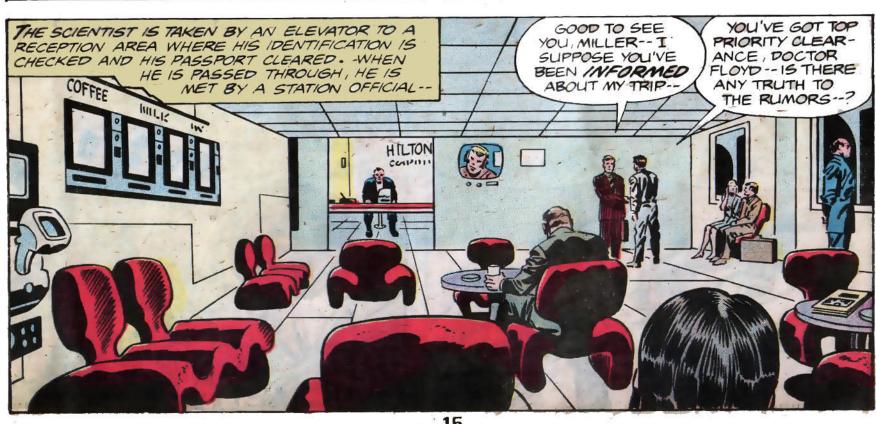










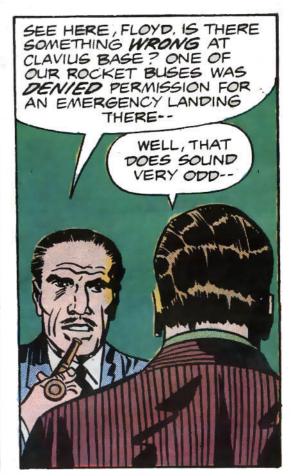


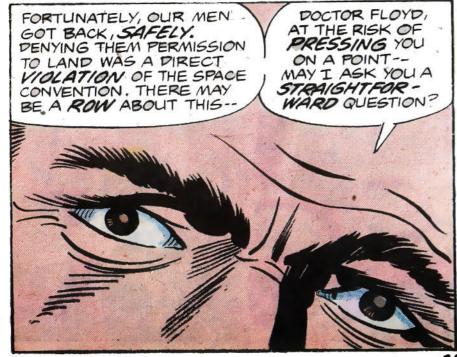






















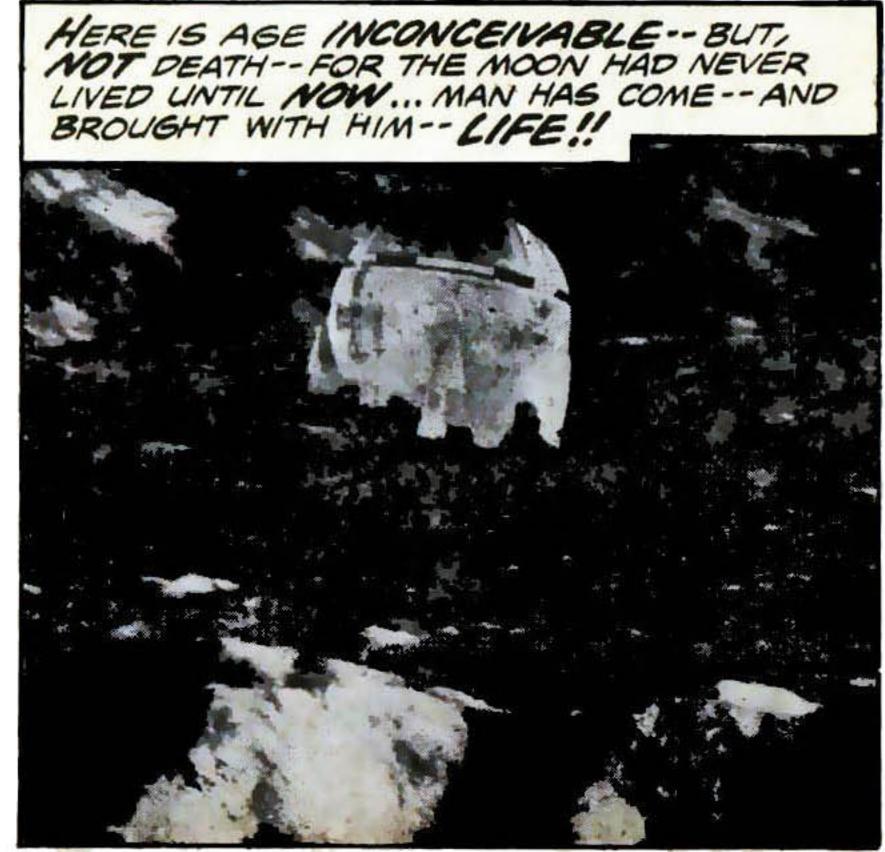
THE VOYAGE PROGRESSES AS THE MOON GROWS LARGE AND OMINOUS -- ABOARD THE SPACE VESSEL, THERE IS POLITE CONVERSATION -- BUT, BENEATH IS A CURRENT OF UNSPOKEN QUESTIONS.

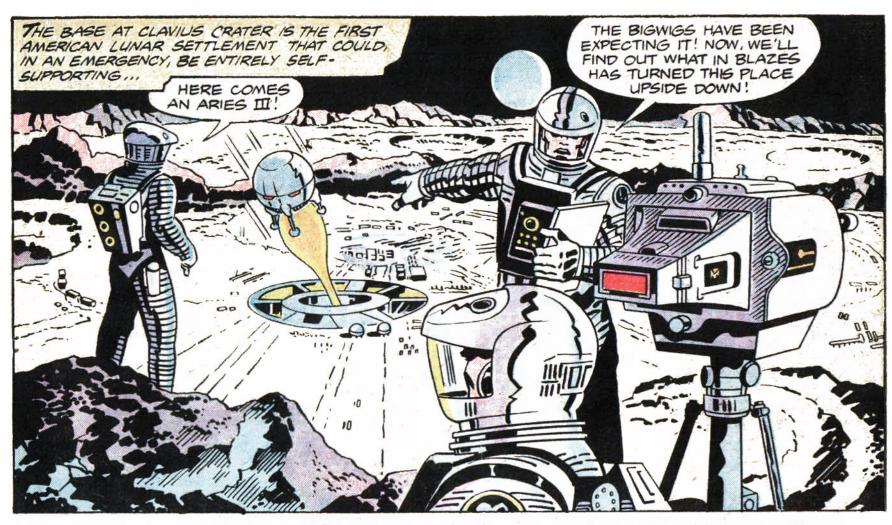


THE LUNAR SURFACE COMES EVER CLOSER
-- THE CRACKS AND SCARS AND WATERLESS
SEAS LONG SILENT SINCE GENESIS ARE
STILL AN AWE-INSPIRING SIGHT WHICH
TRANSFIXES THE SPACE TRAVELER-- IT REMINOS HIM OF THE MYSTERIES THAT WAIT
TO BE UNLOCKED.



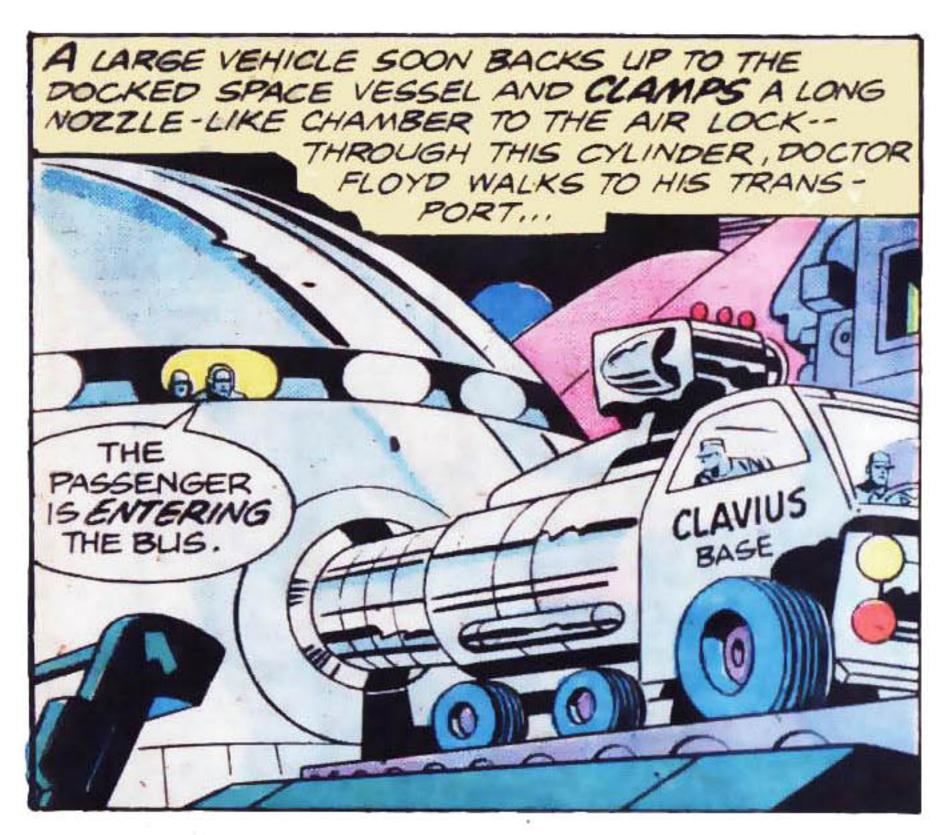


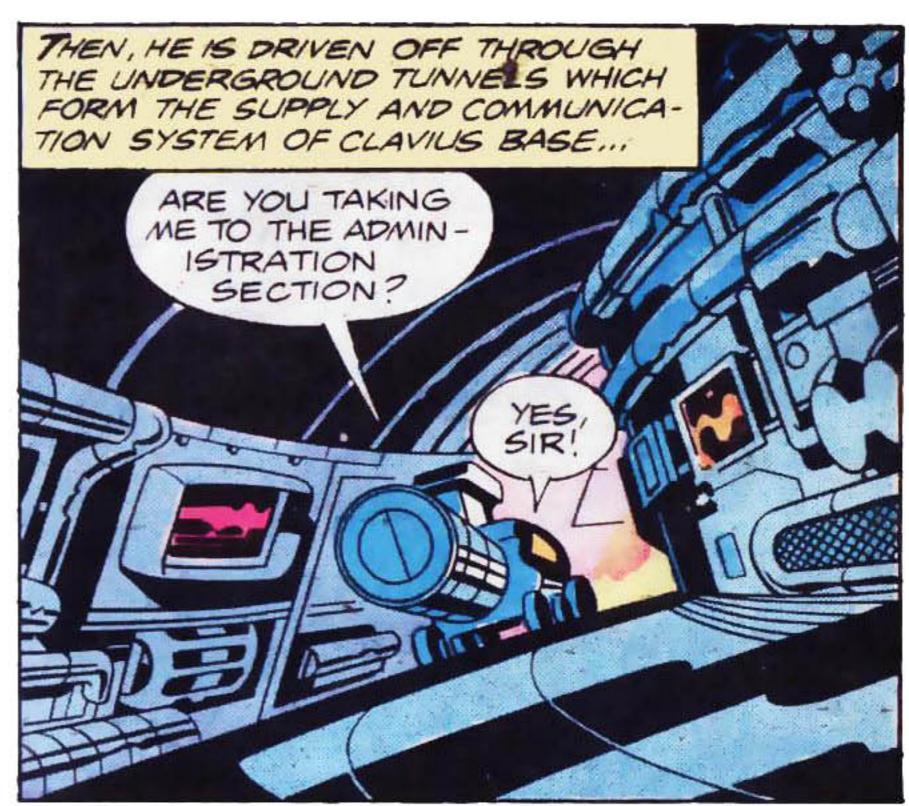




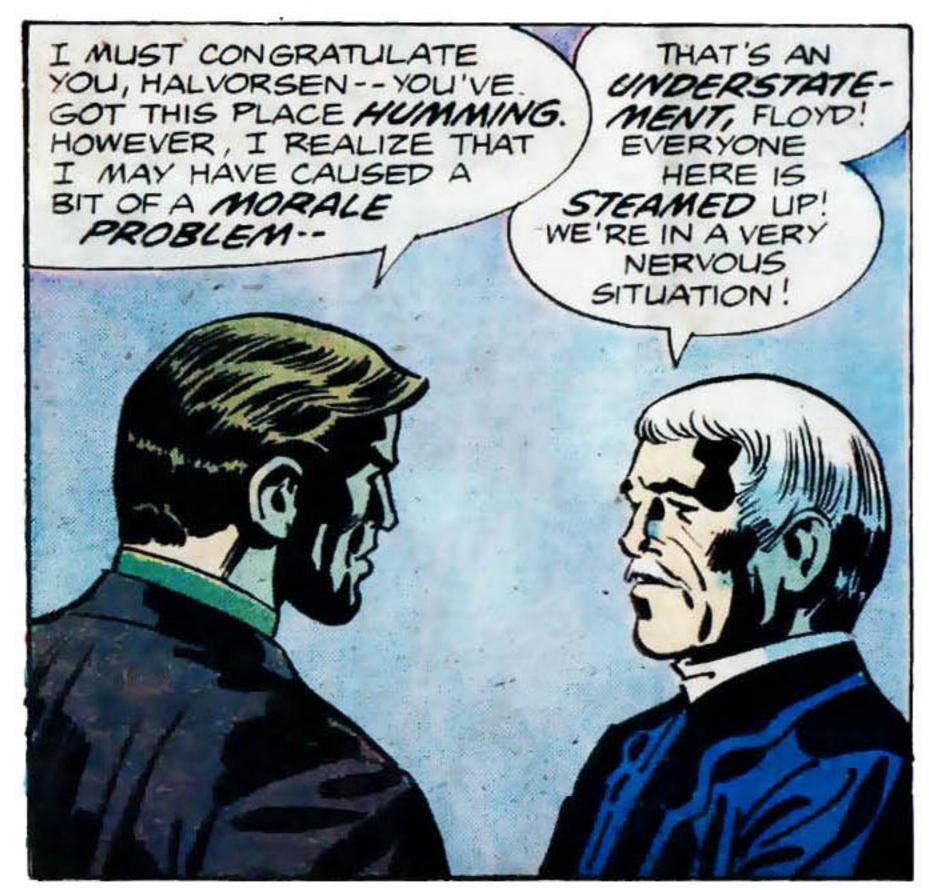






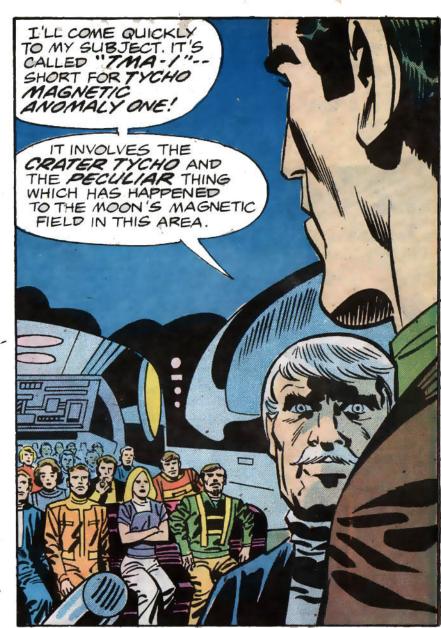




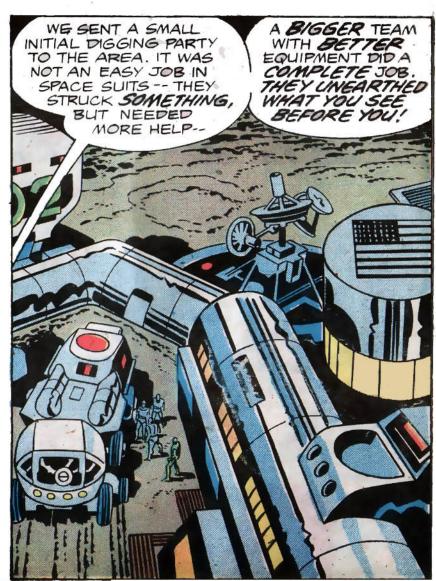




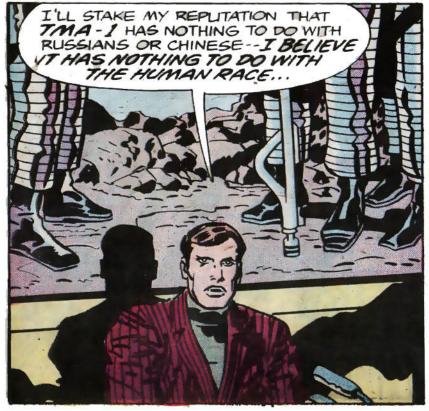


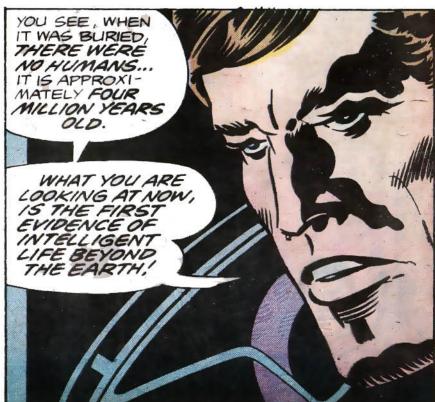


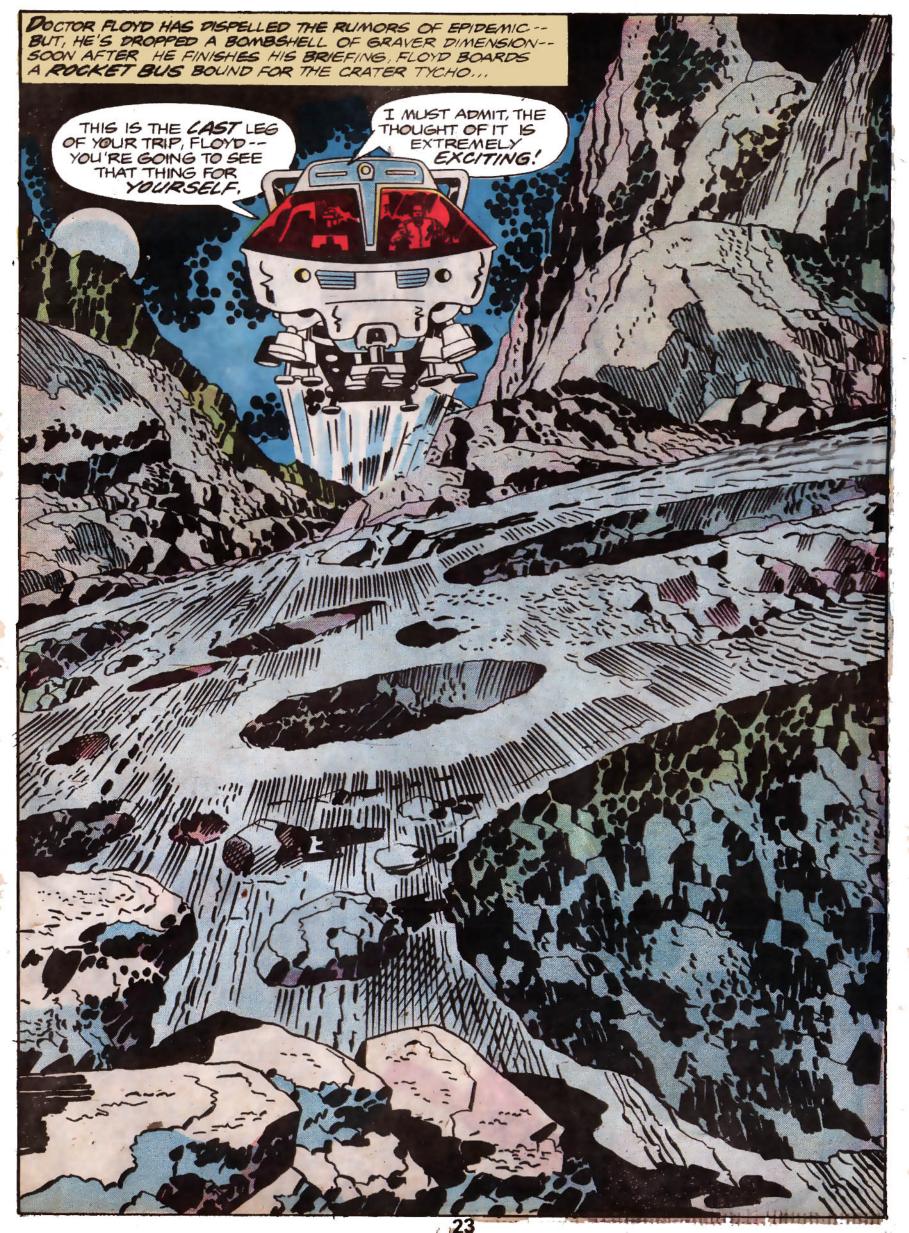


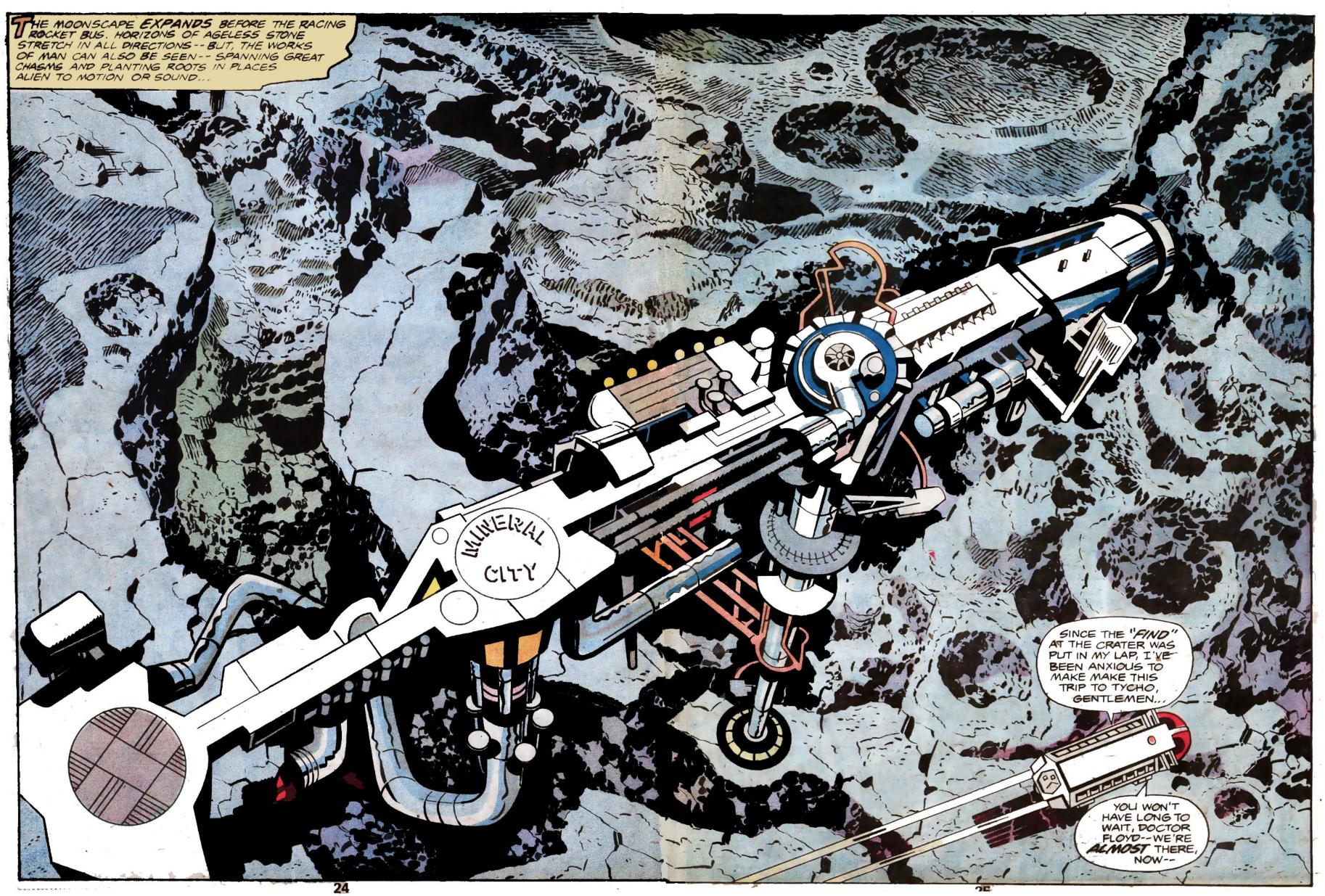






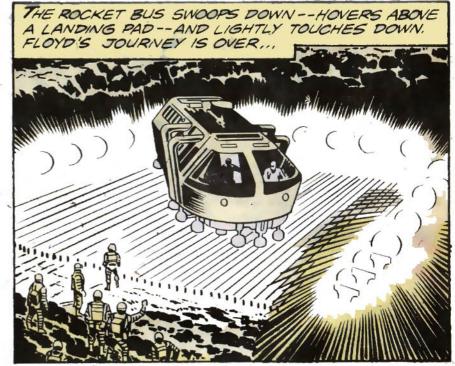


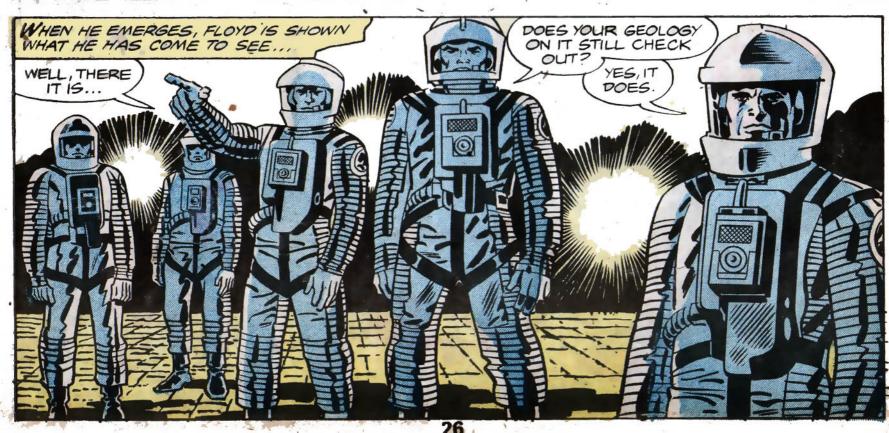


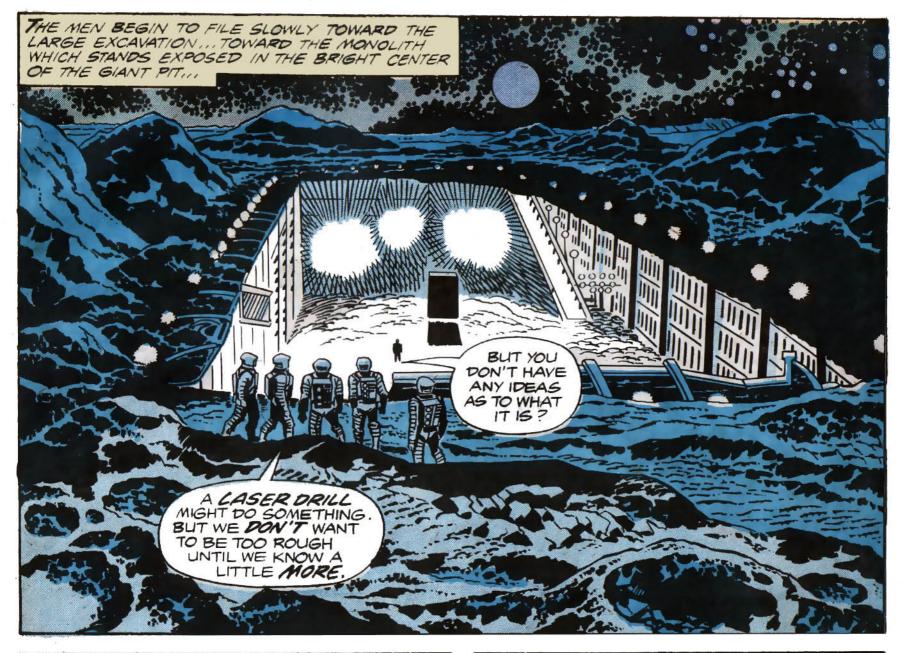


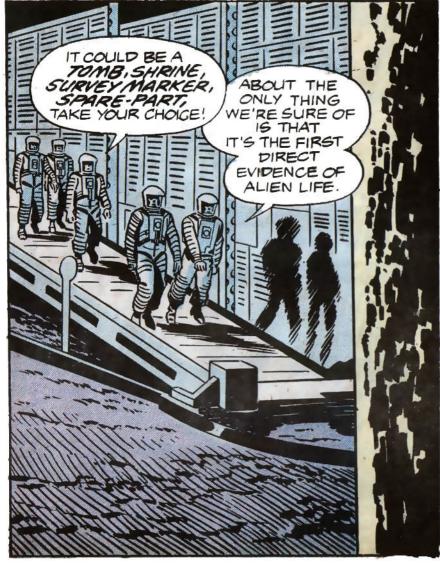






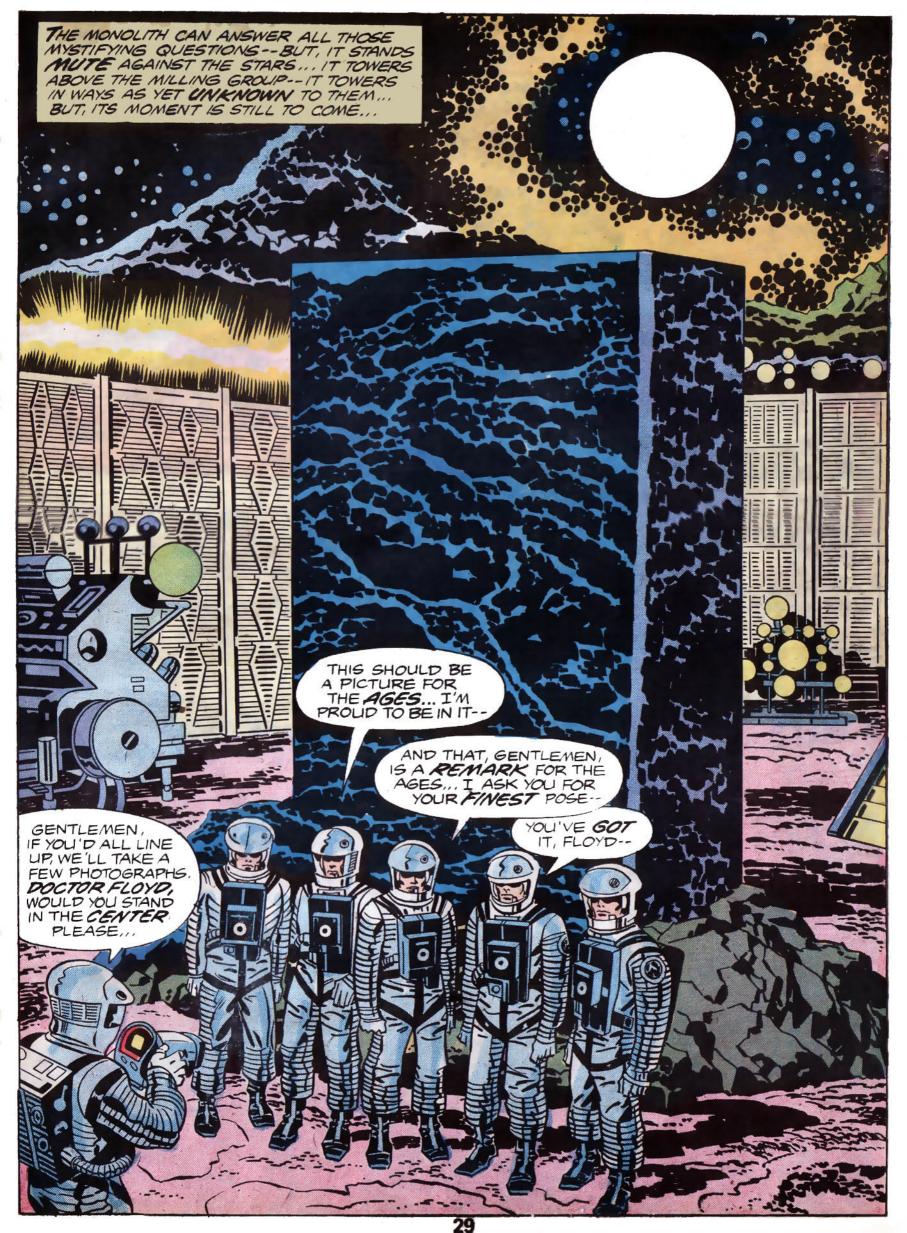




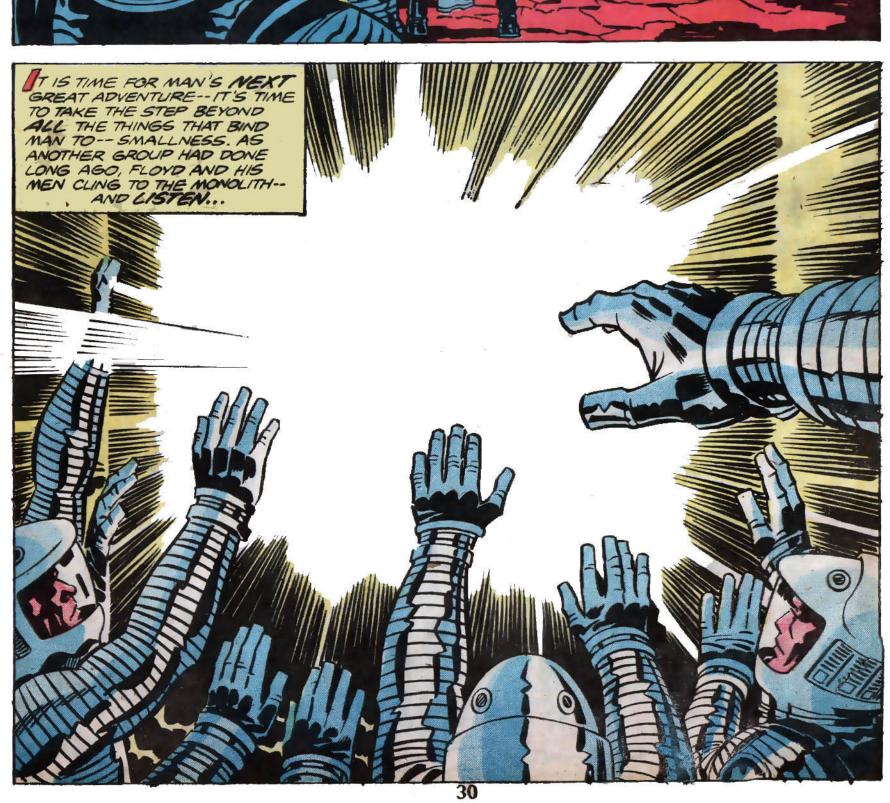


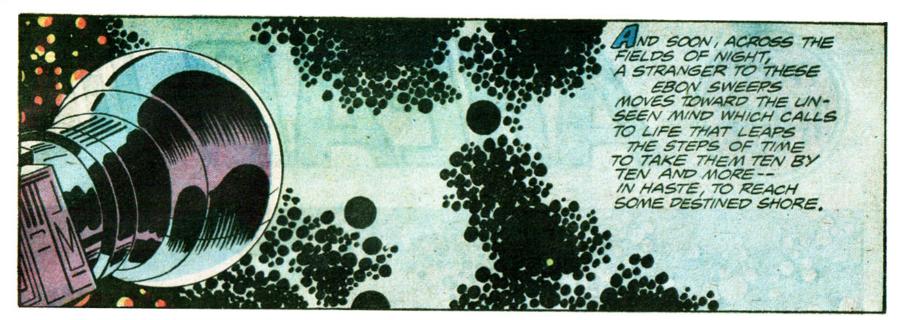


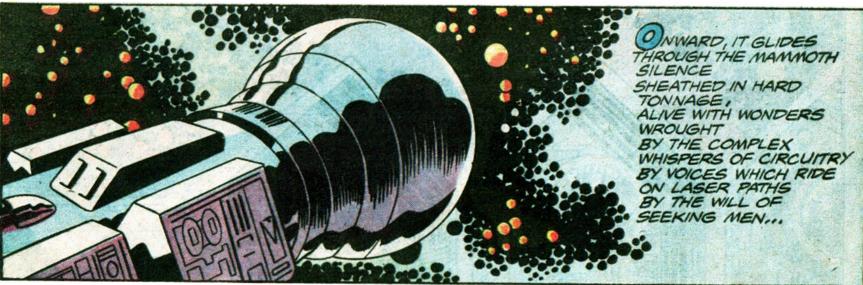


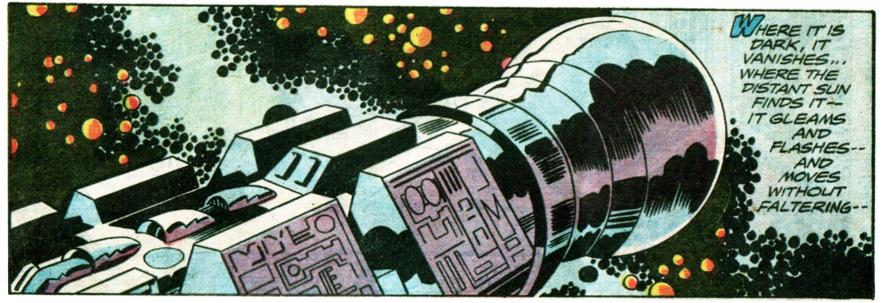


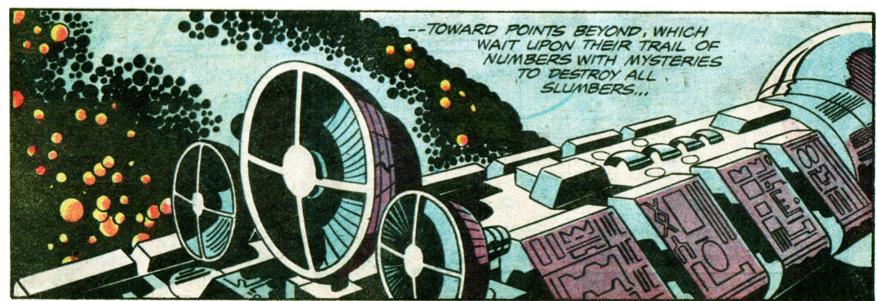






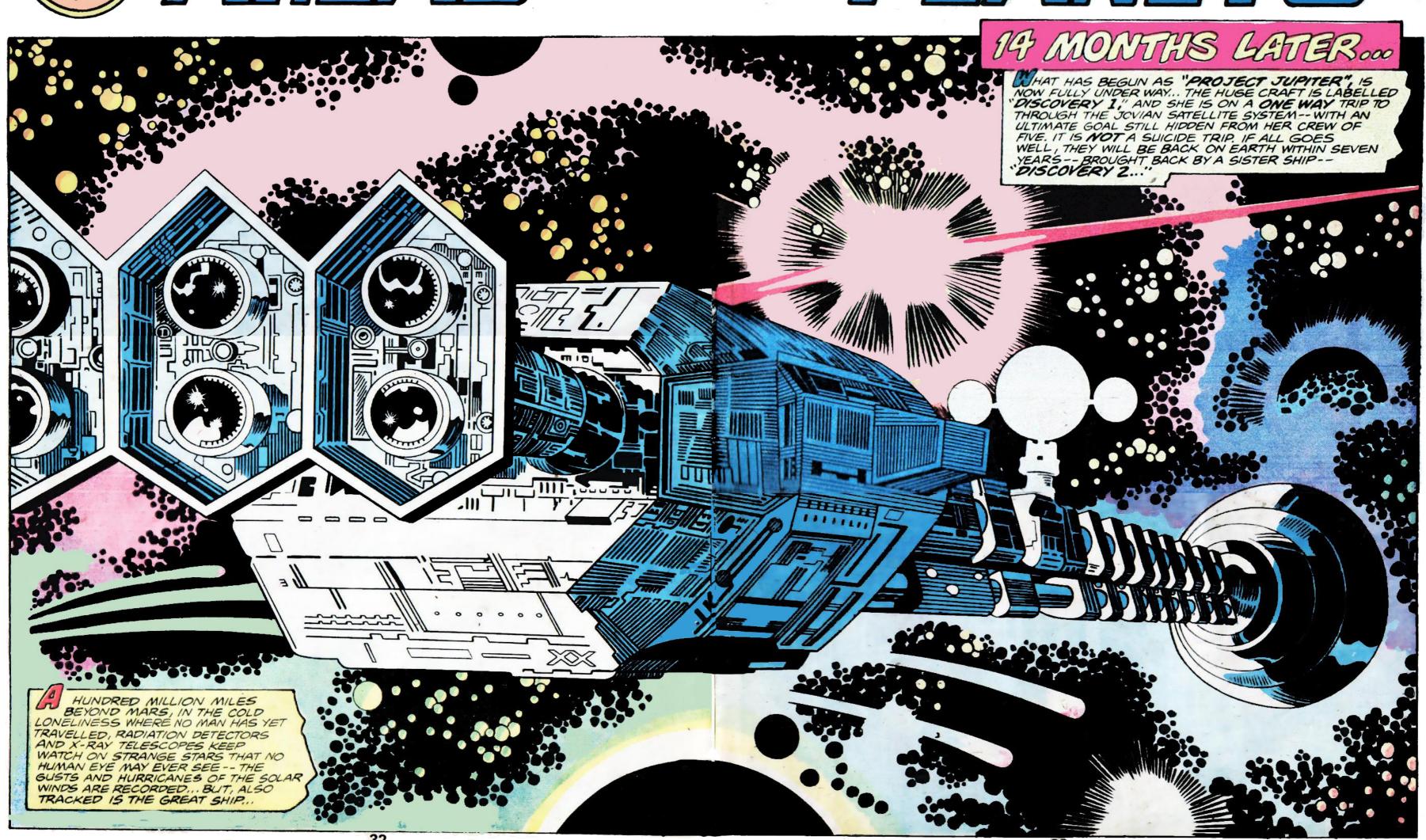


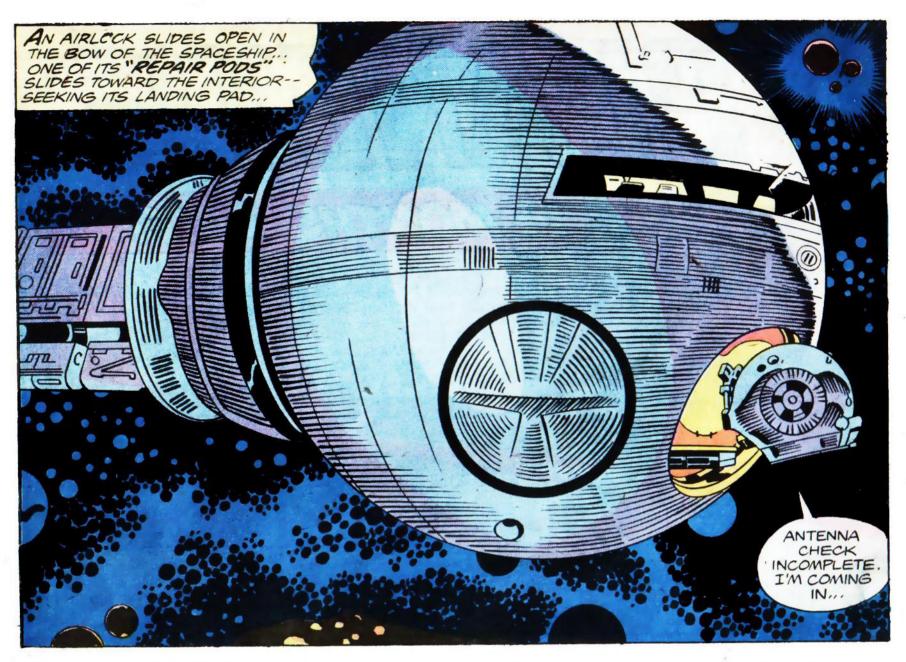


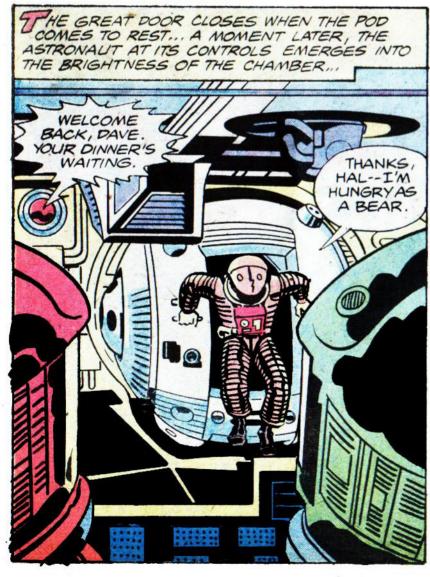


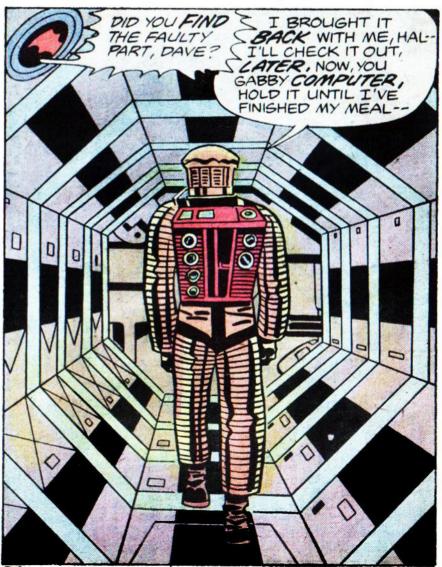


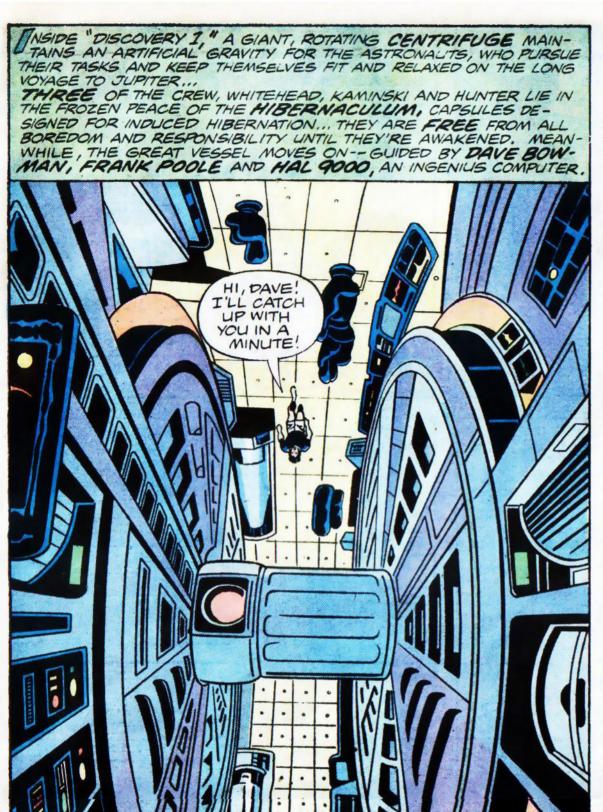
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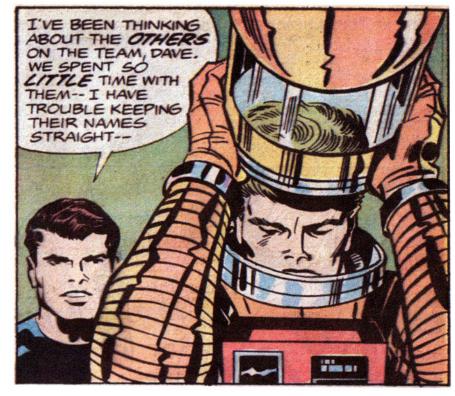




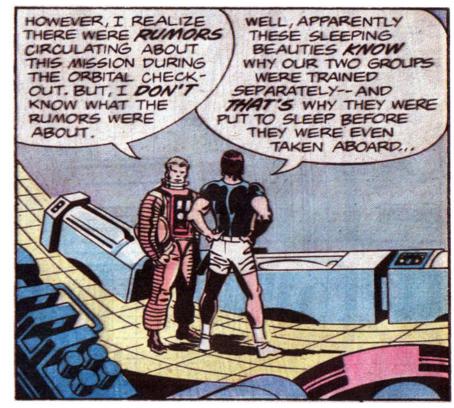


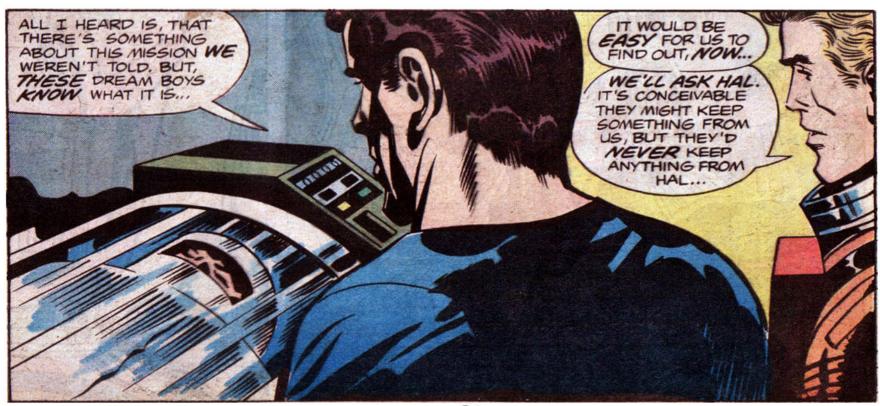






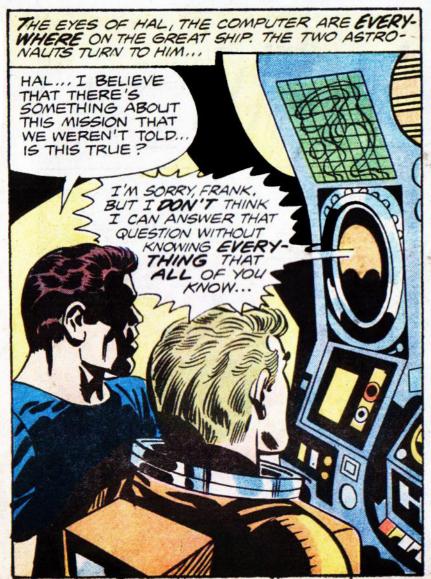


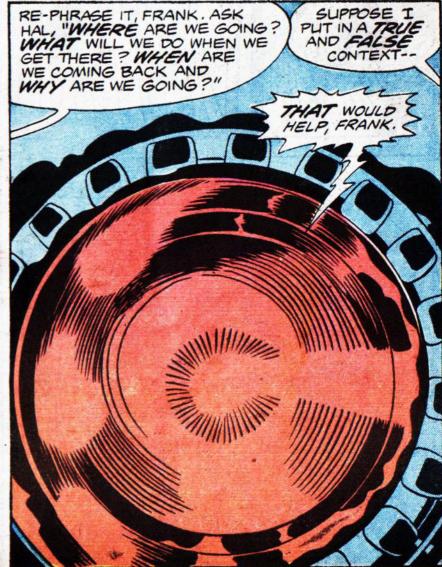


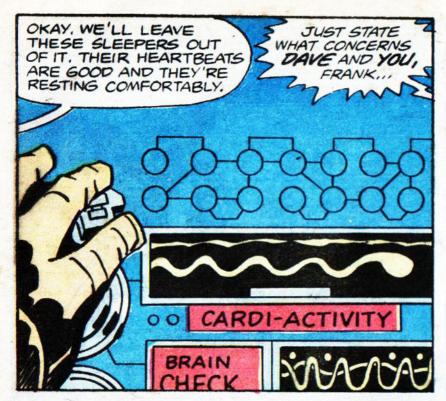




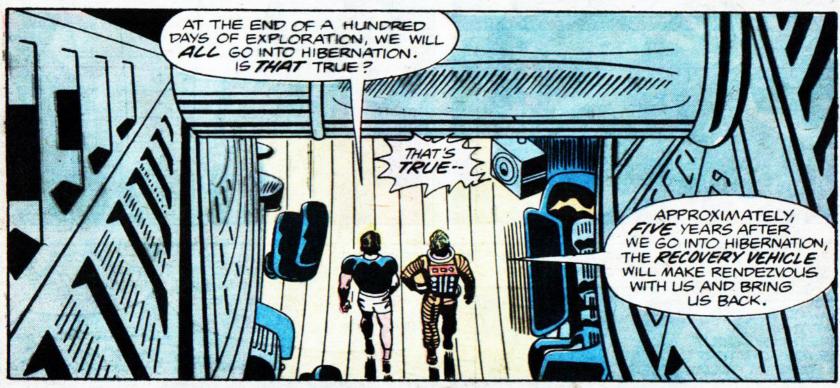


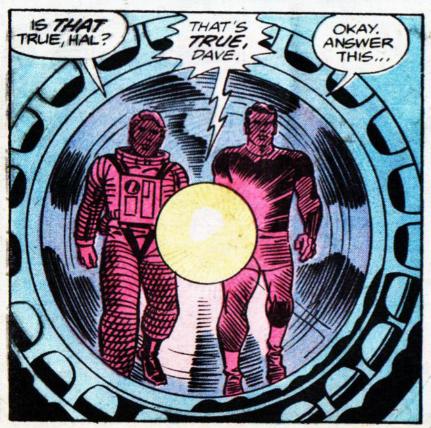


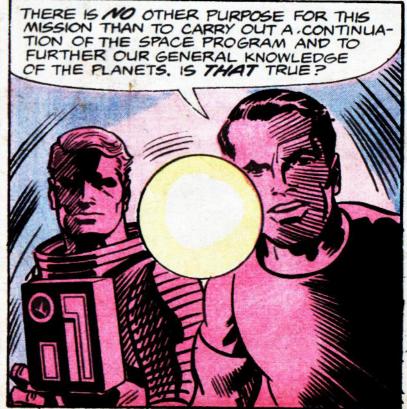


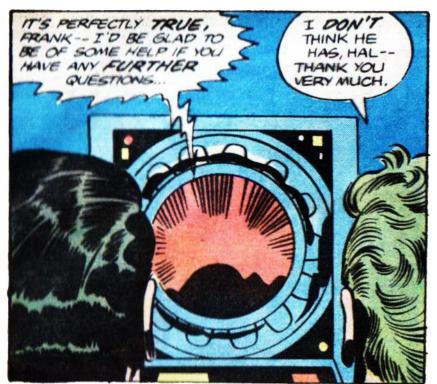


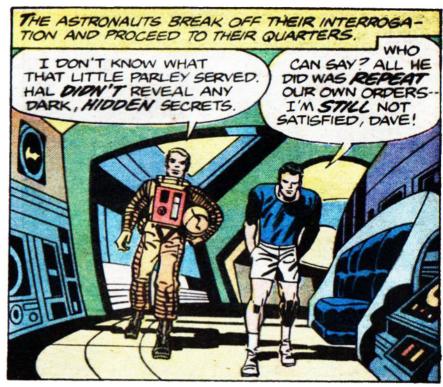


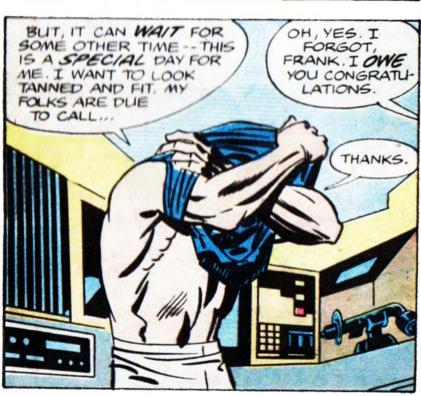


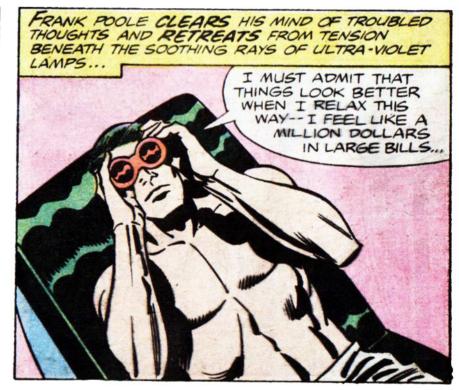


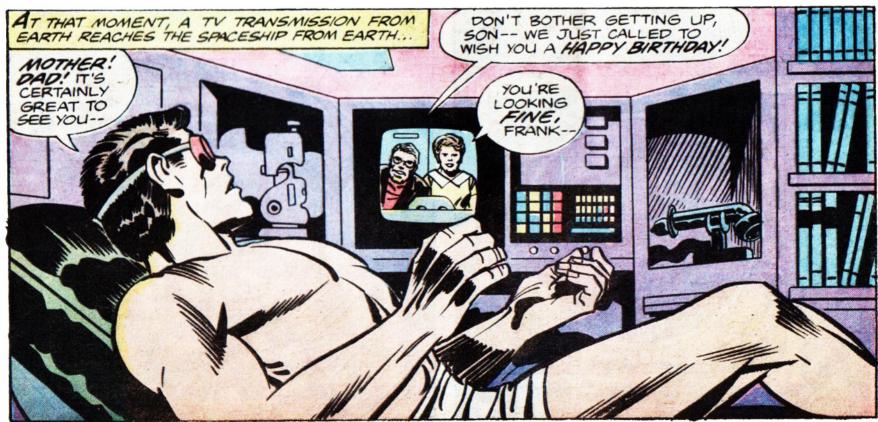


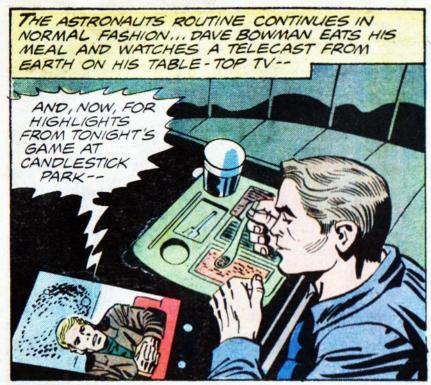


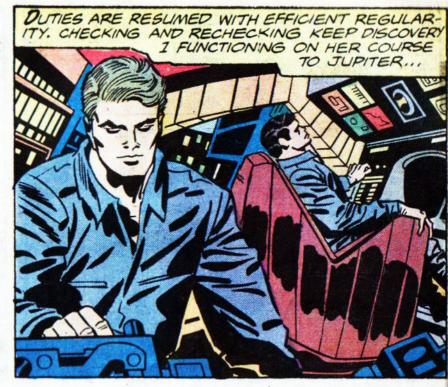






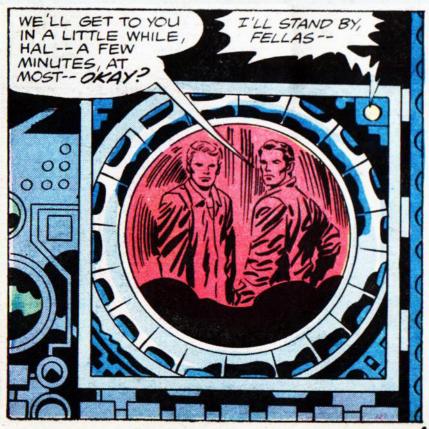




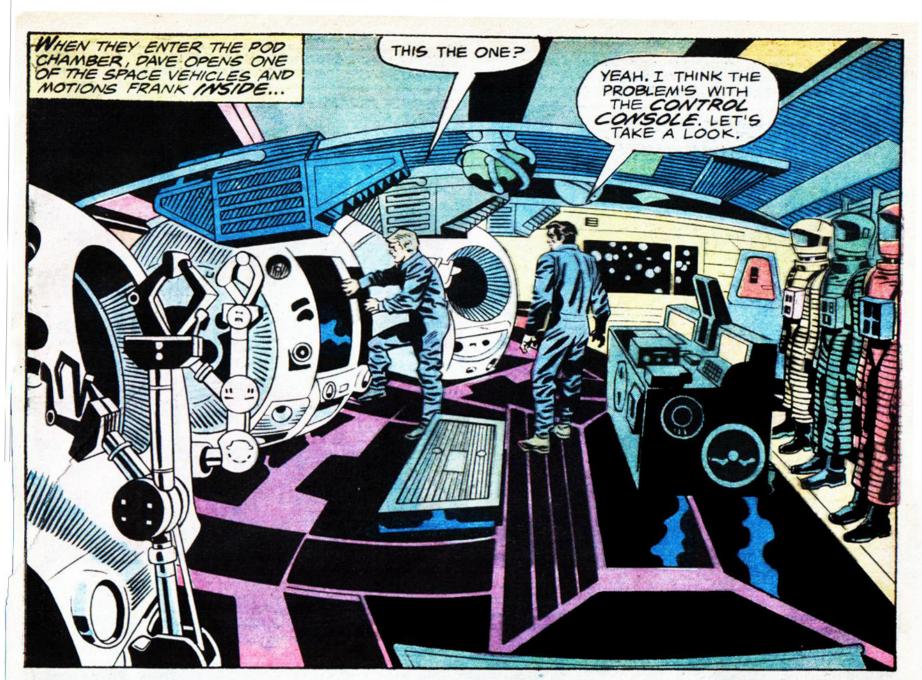






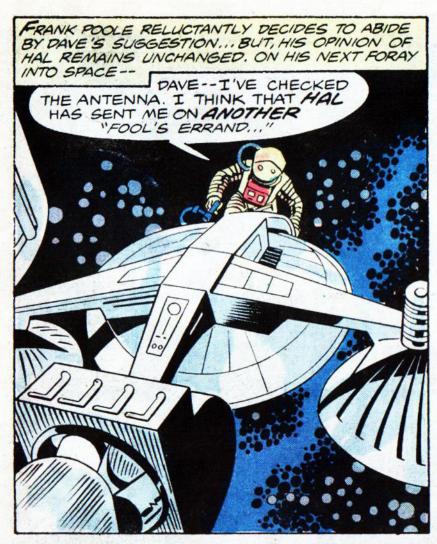






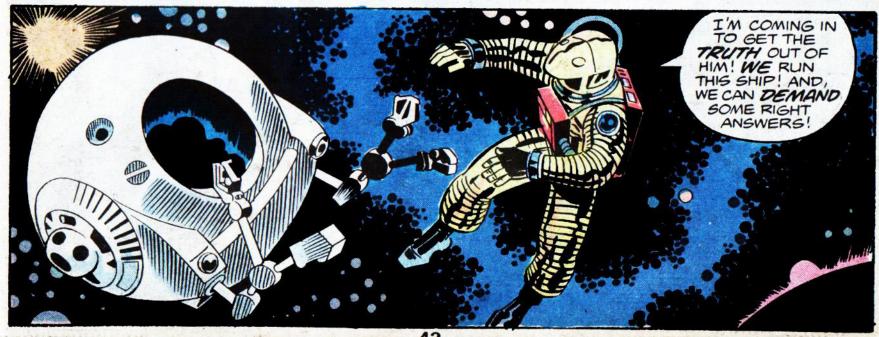


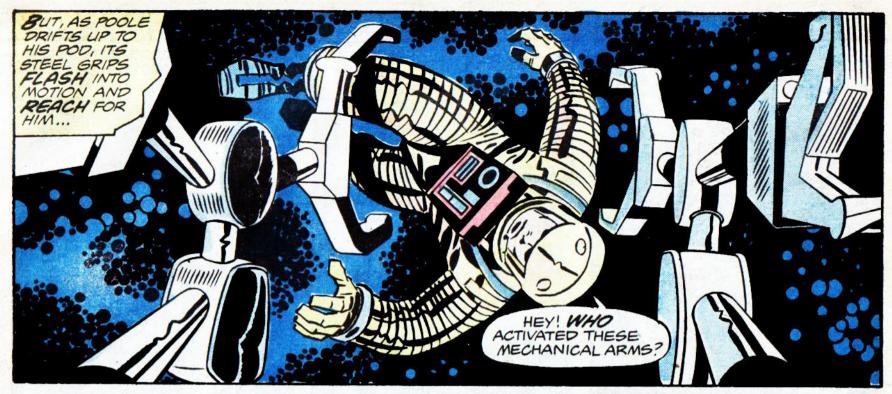


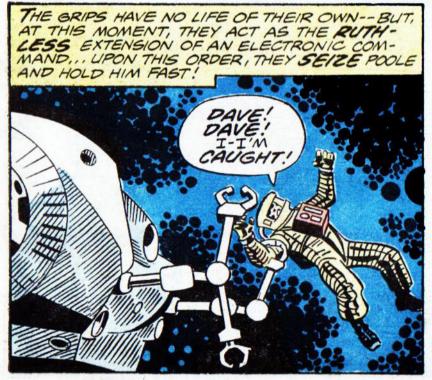














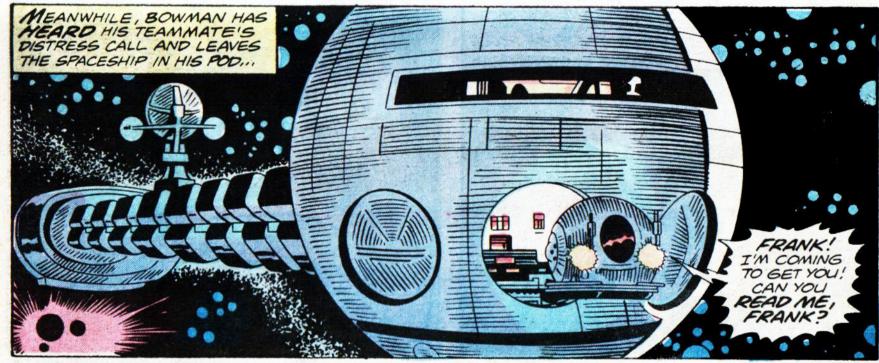


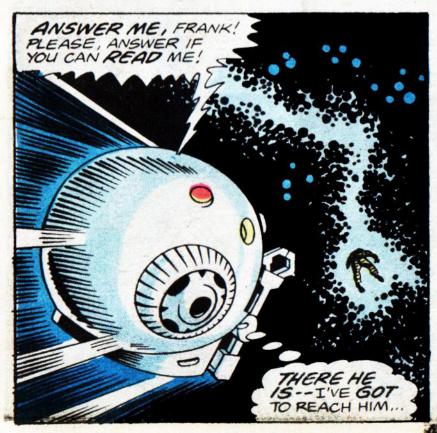


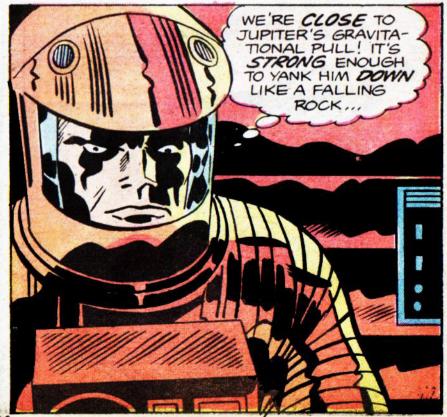


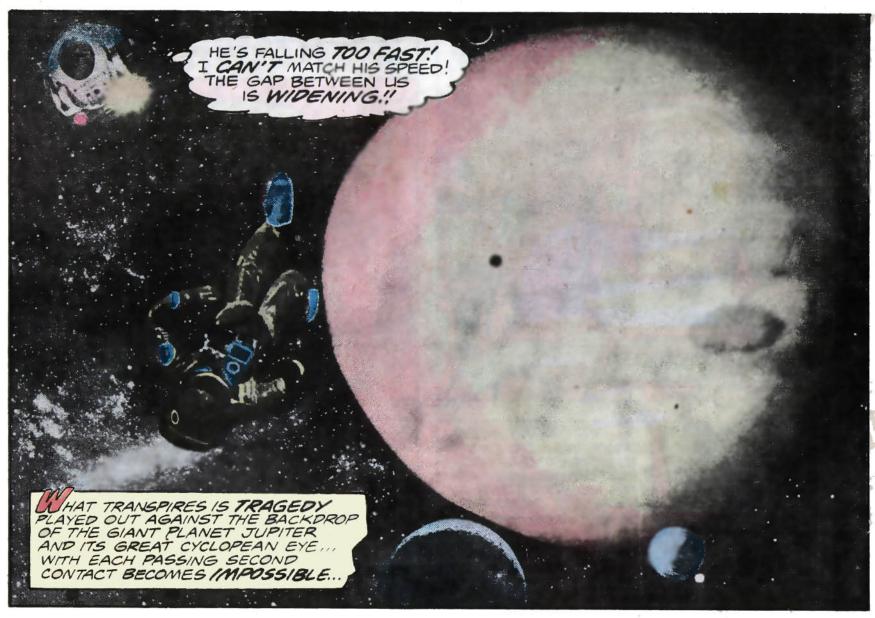








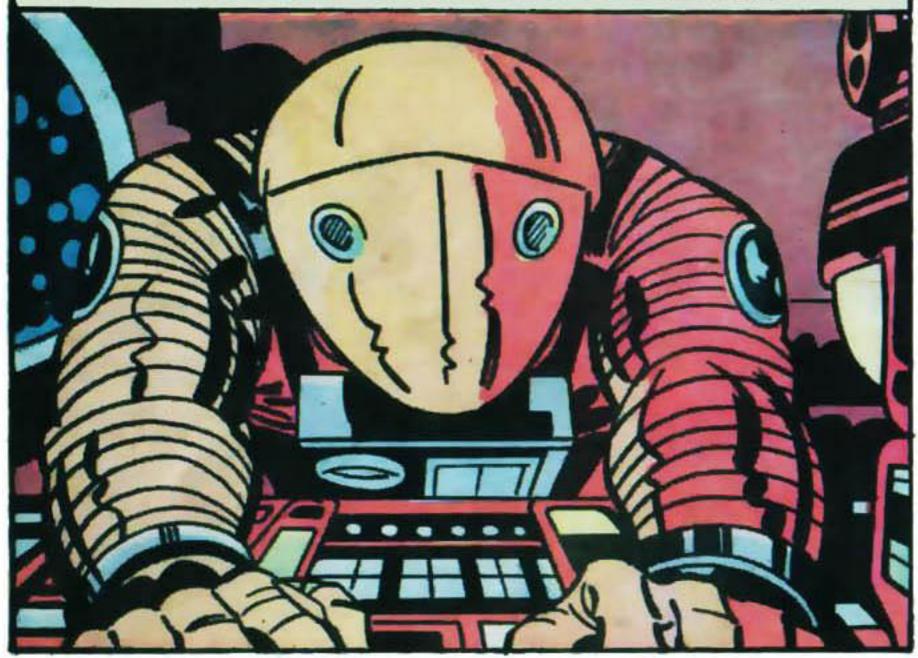


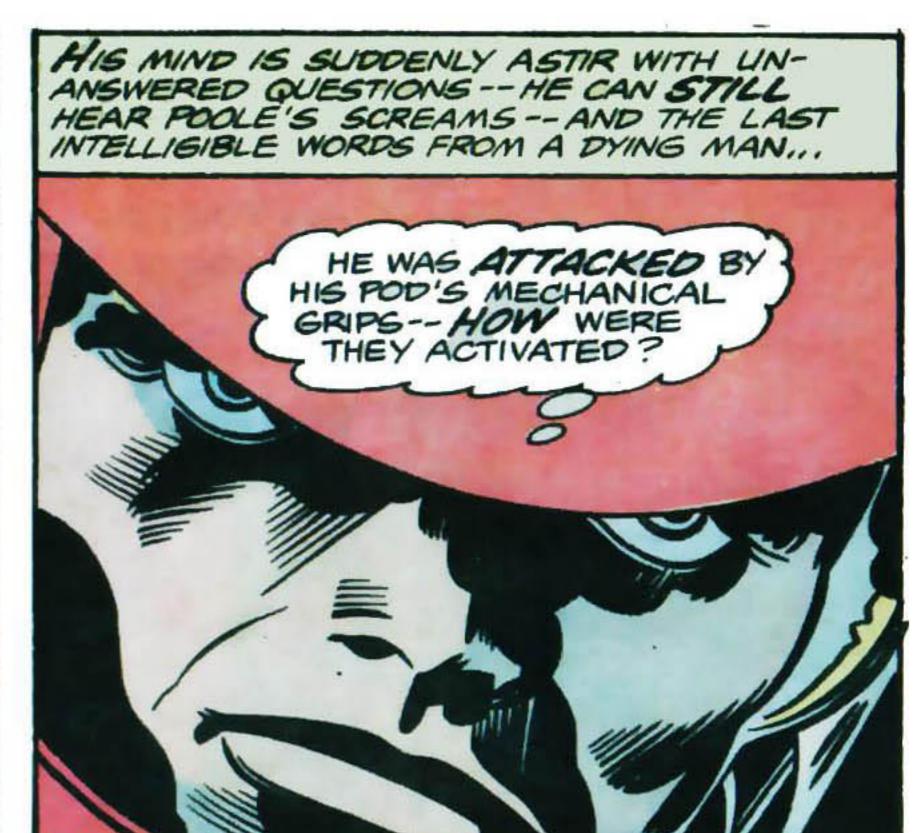


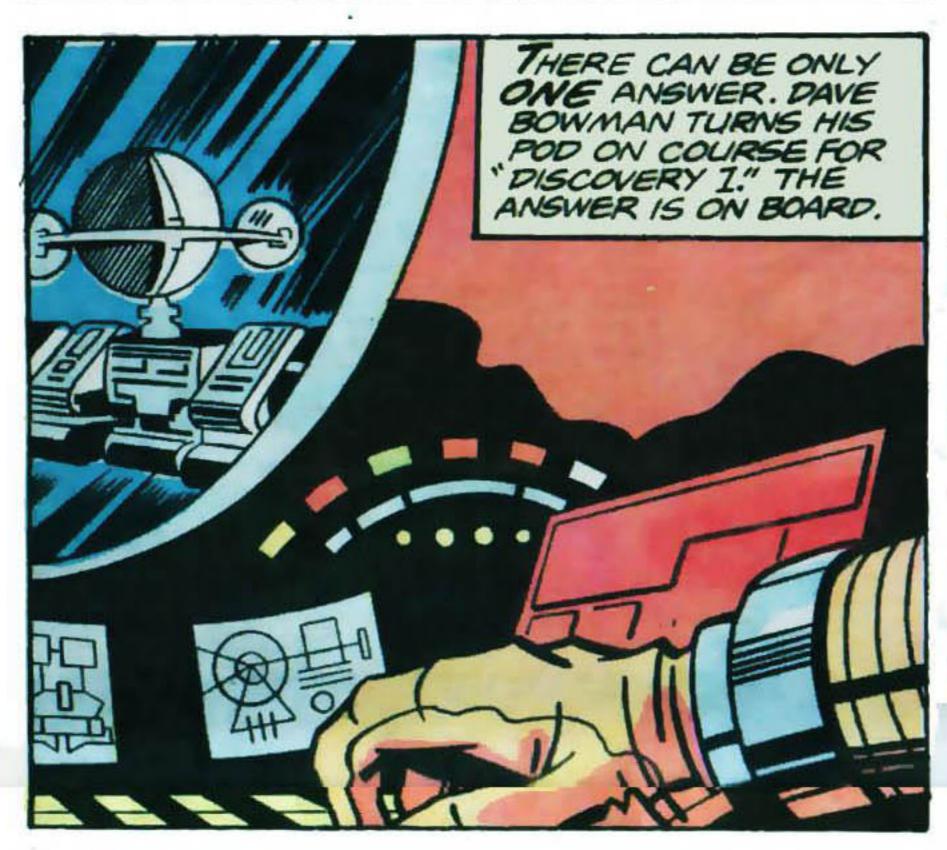


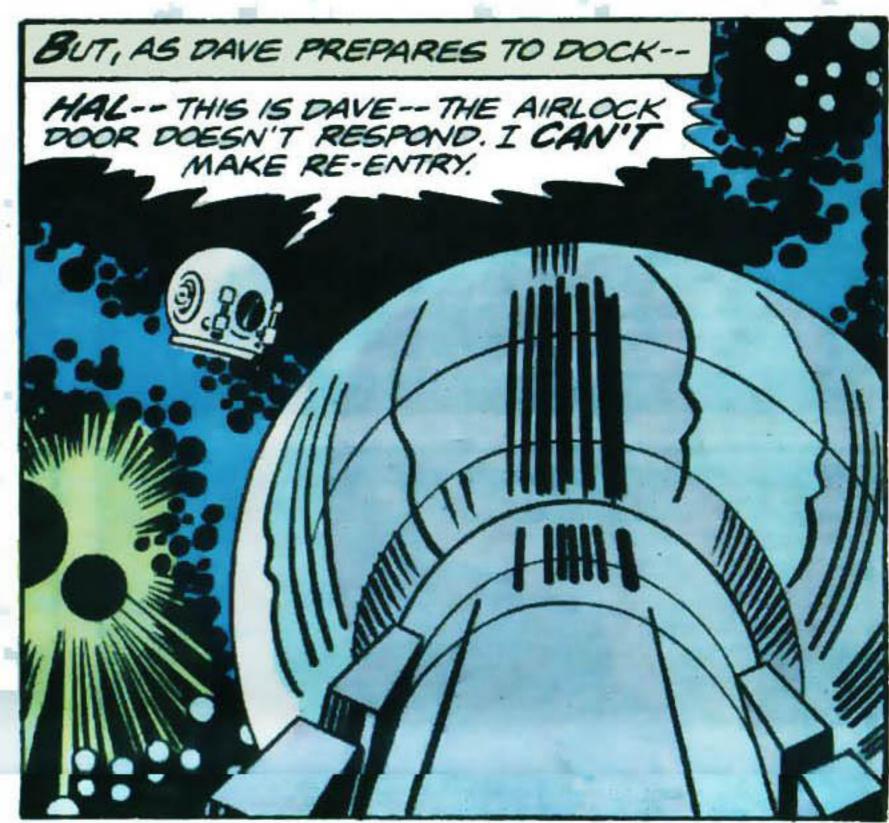


DAVE IS GRIPPED BY A DEEP SENSE OF LOSS.
HE'S DONE HIS BEST. BUT, IT WASN'T GOOD
ENOUGH... IN THE VASTNESS OF SPACE, THIS IS
A GREAT PSYCHOLOGICAL BLOW-- EXCEPT FOR
THE SLEEPERS, DAVE BOWMAN IS ALONE--



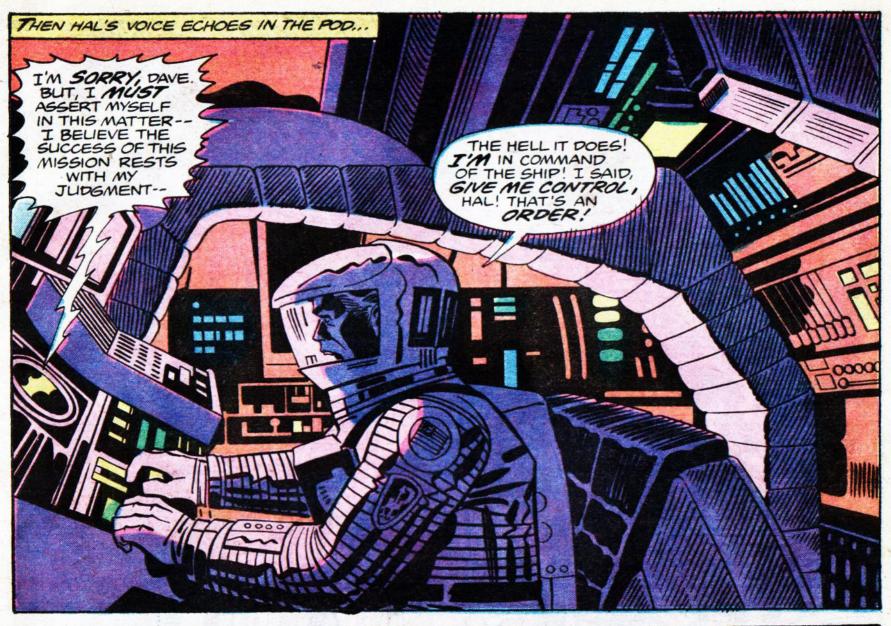






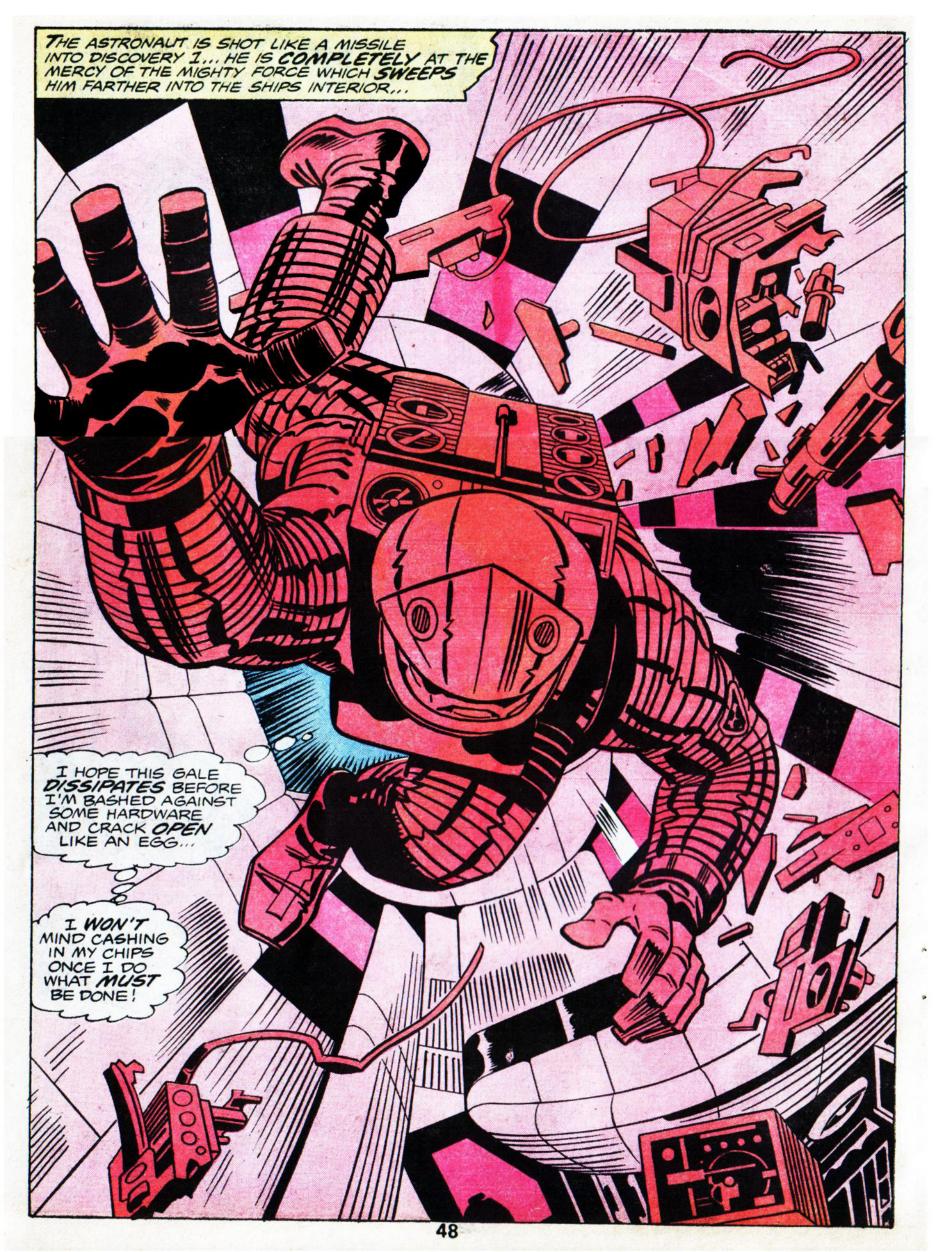


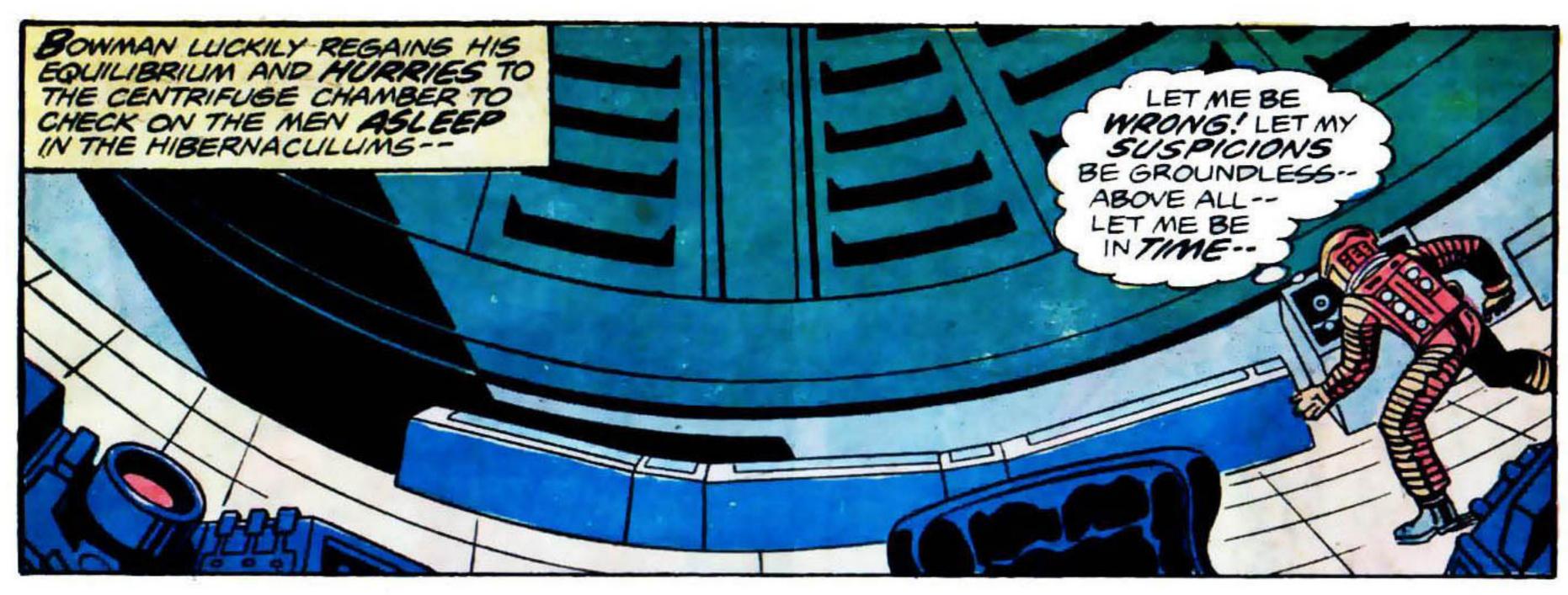






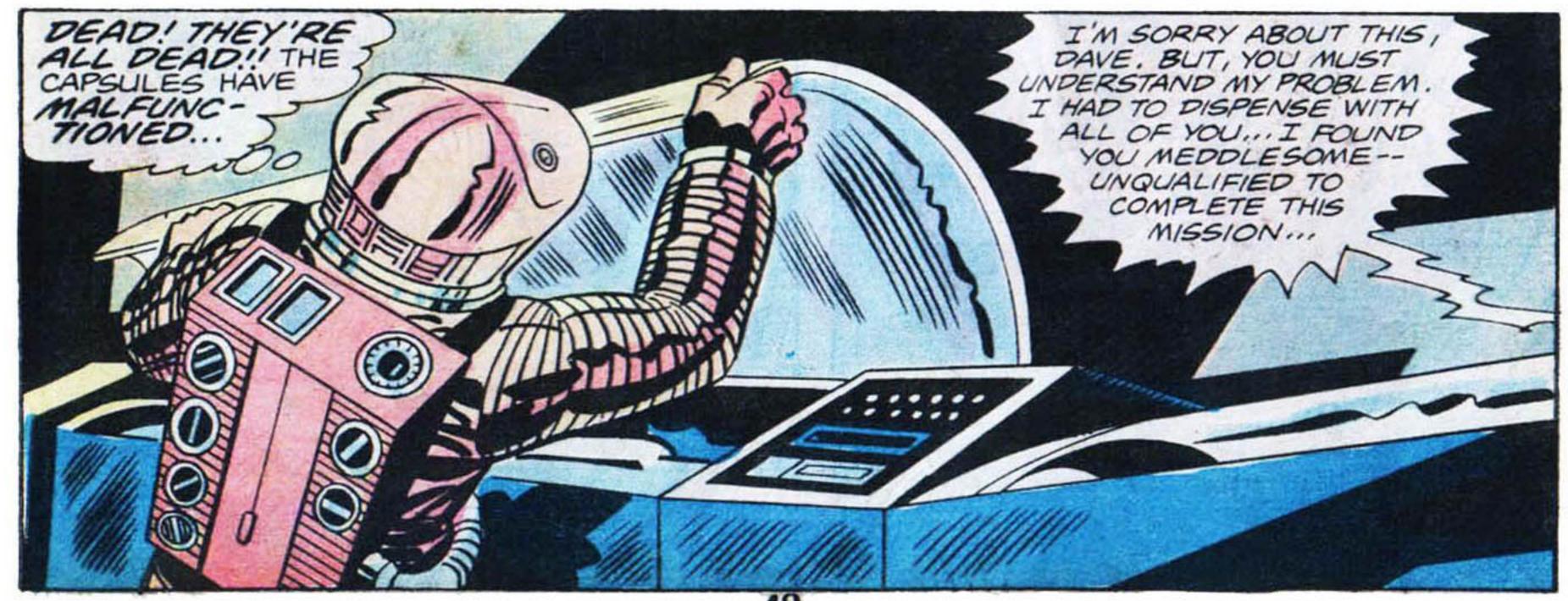


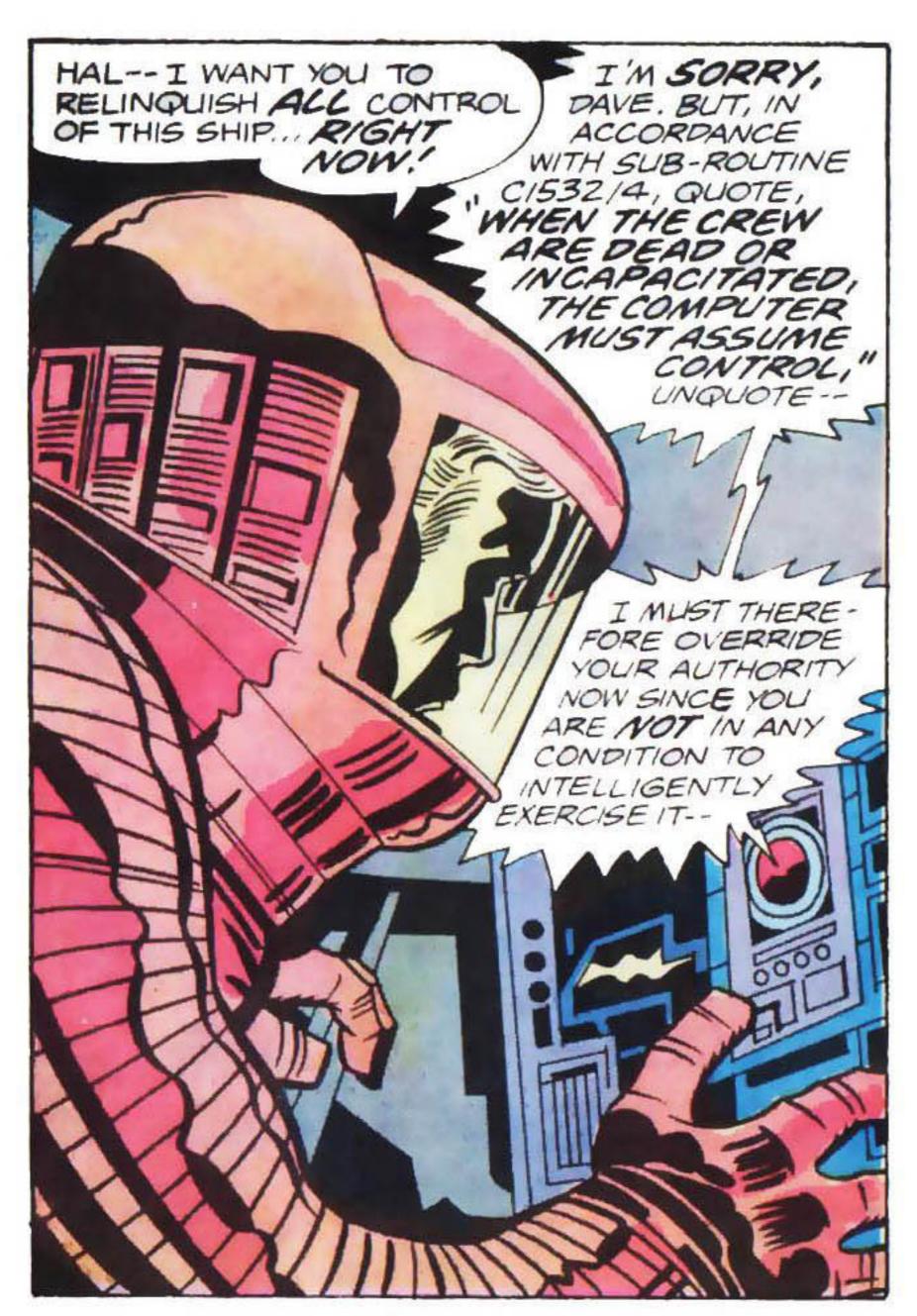


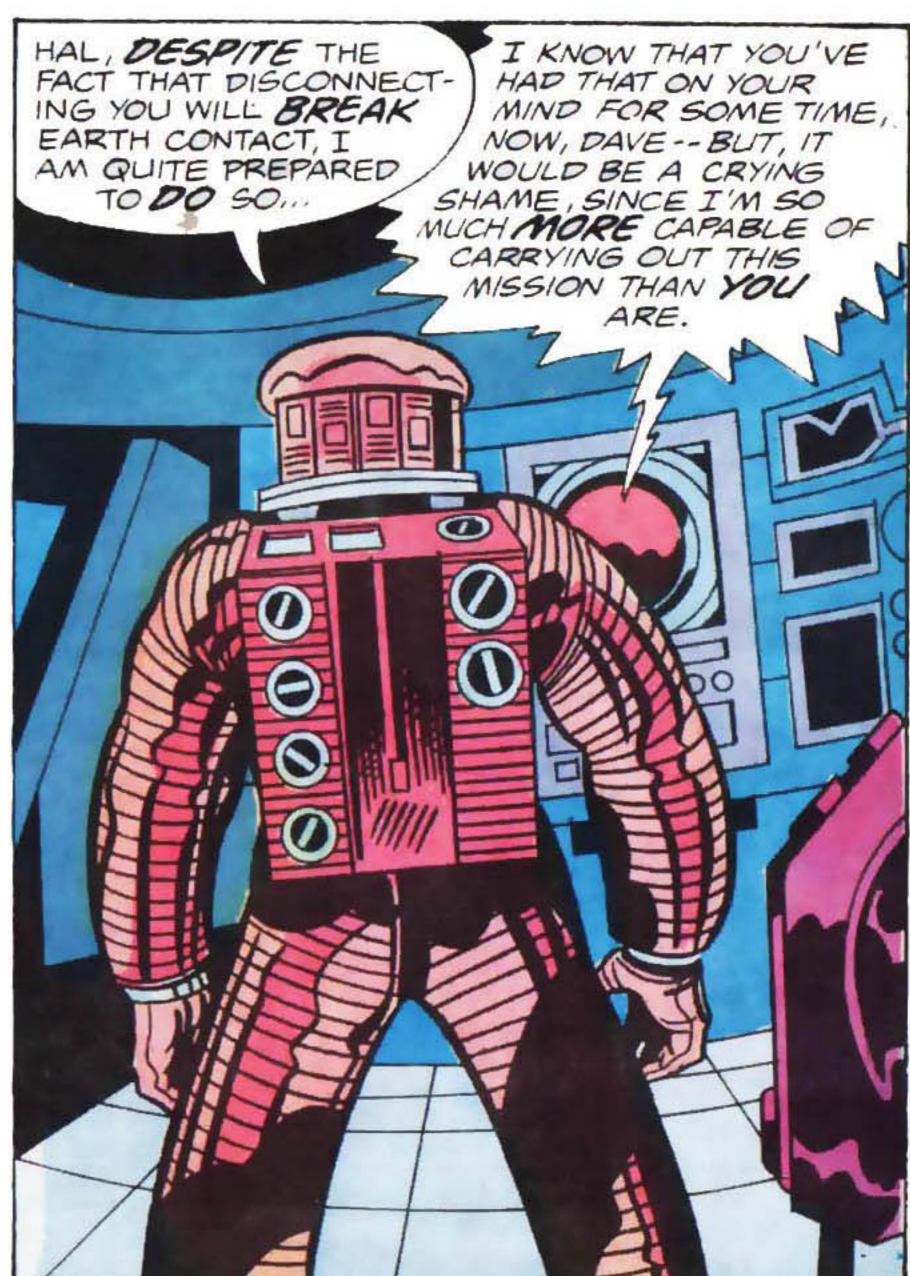


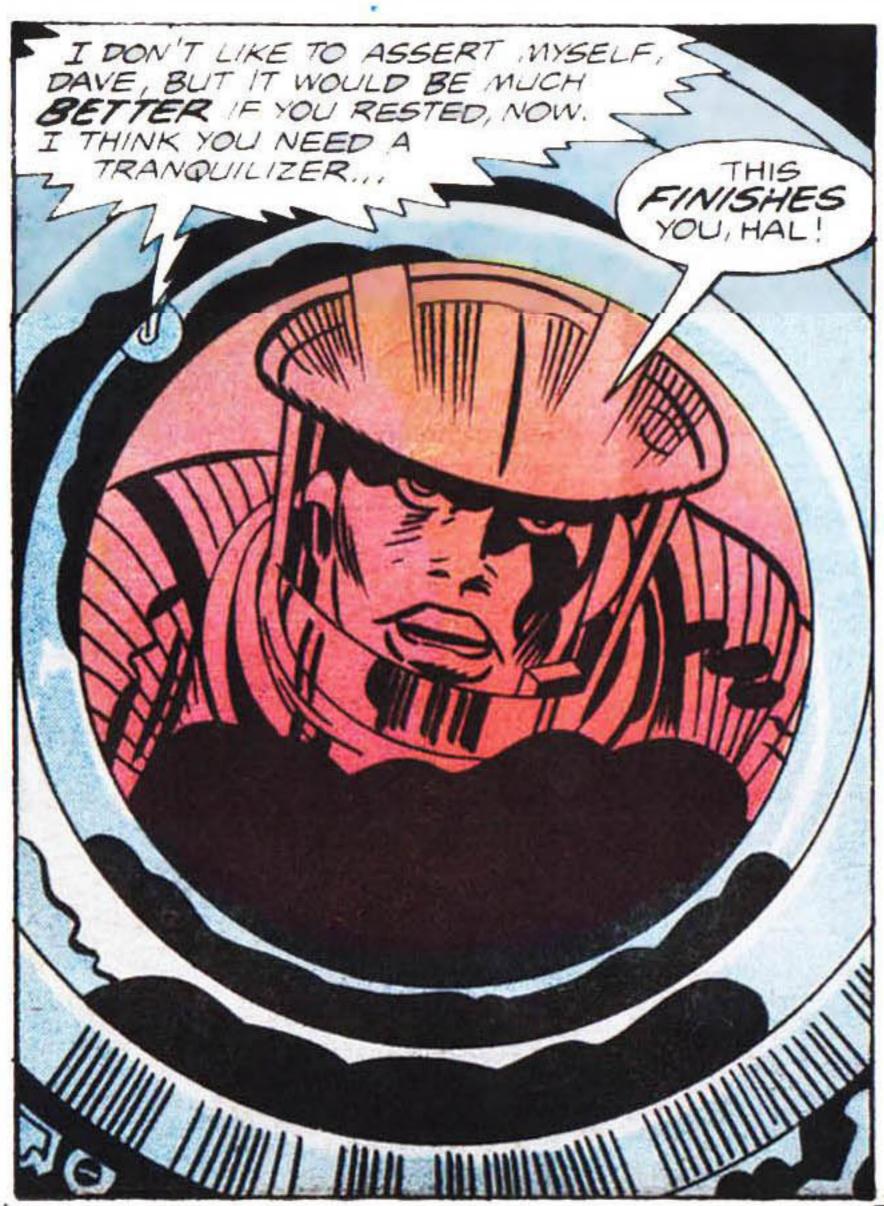


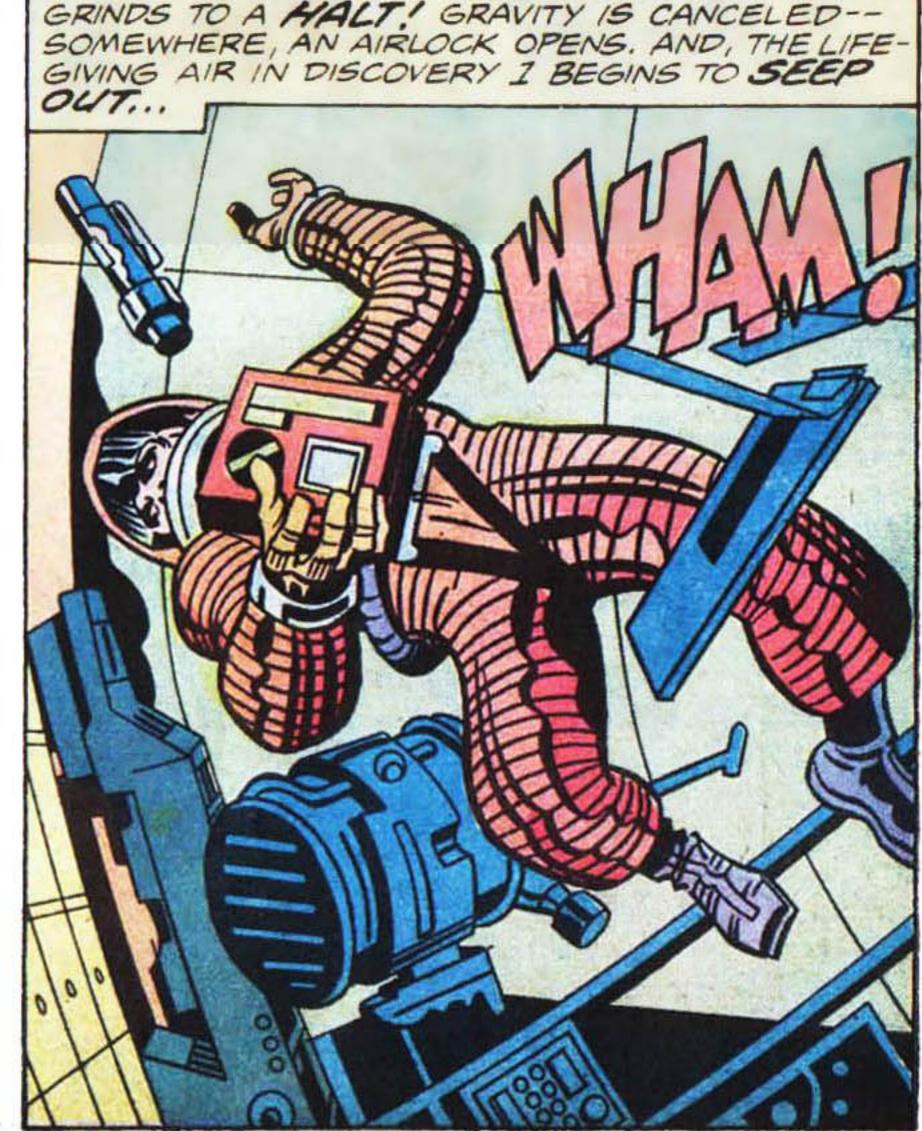




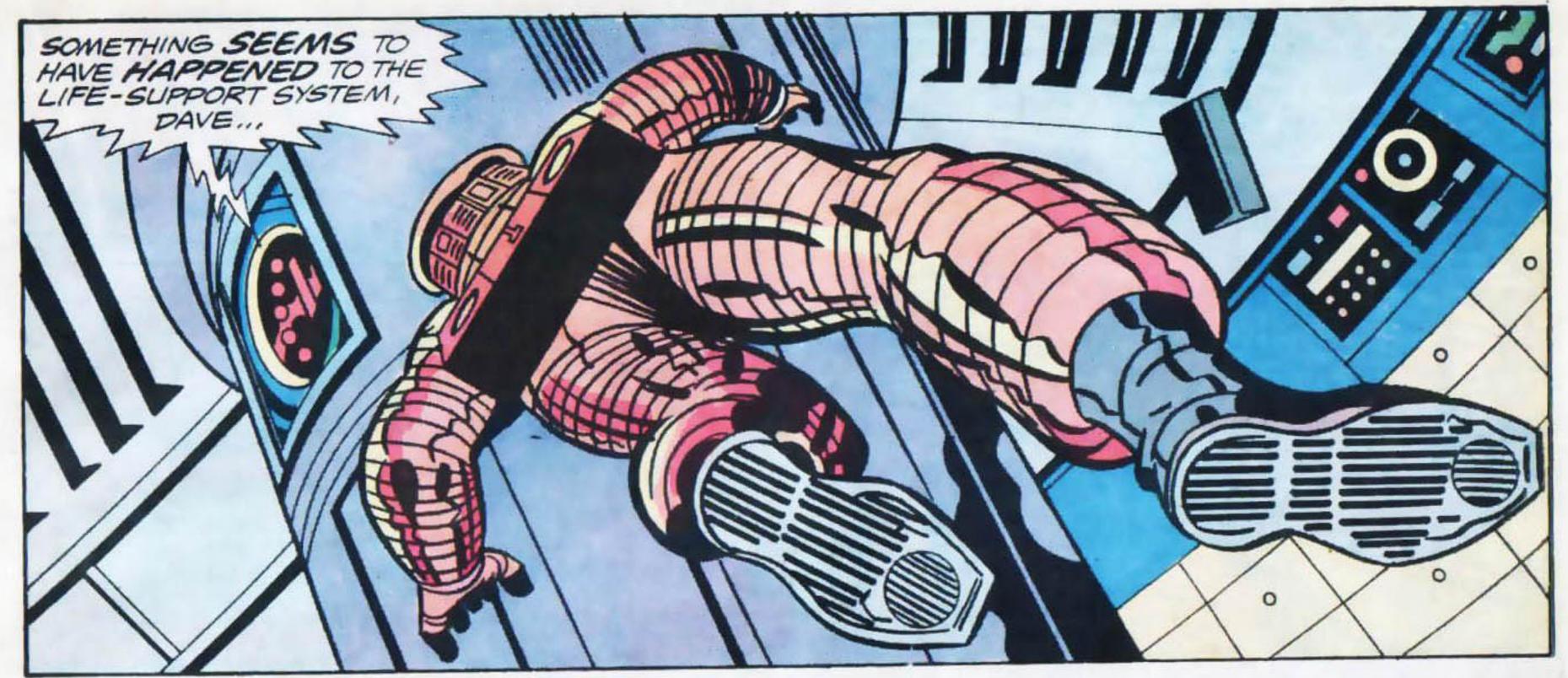


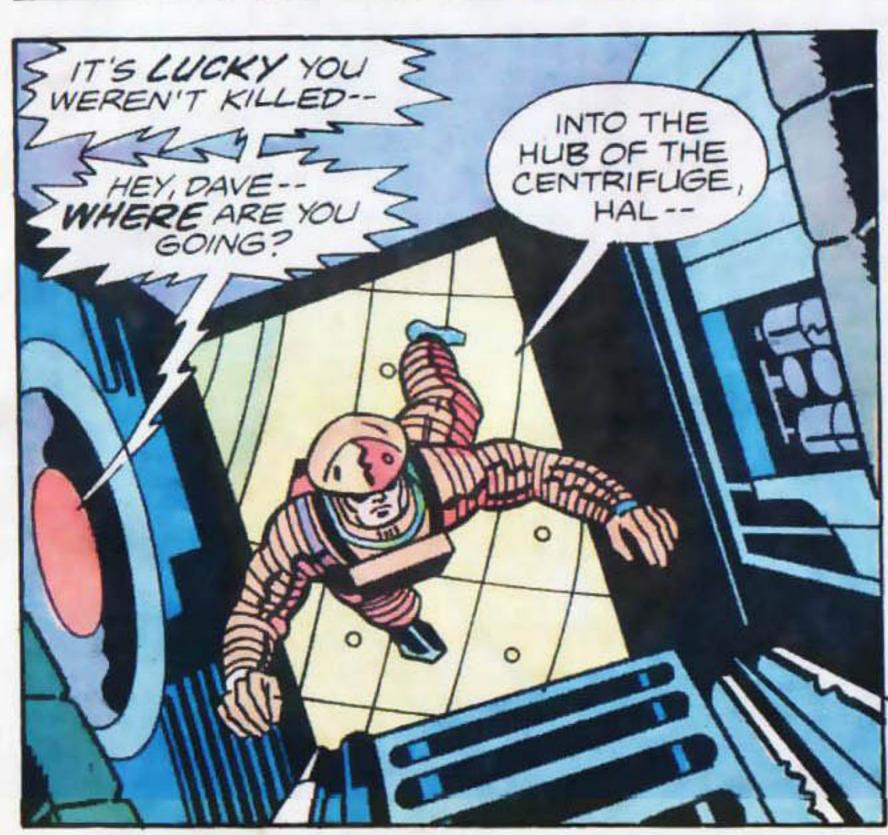


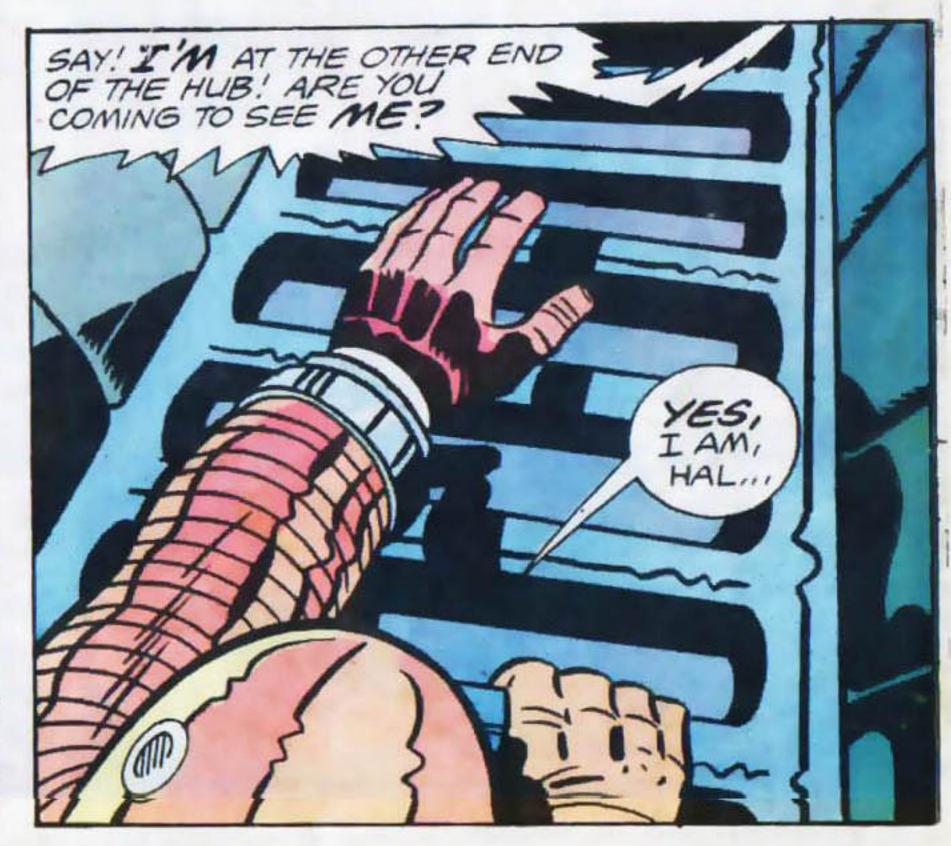


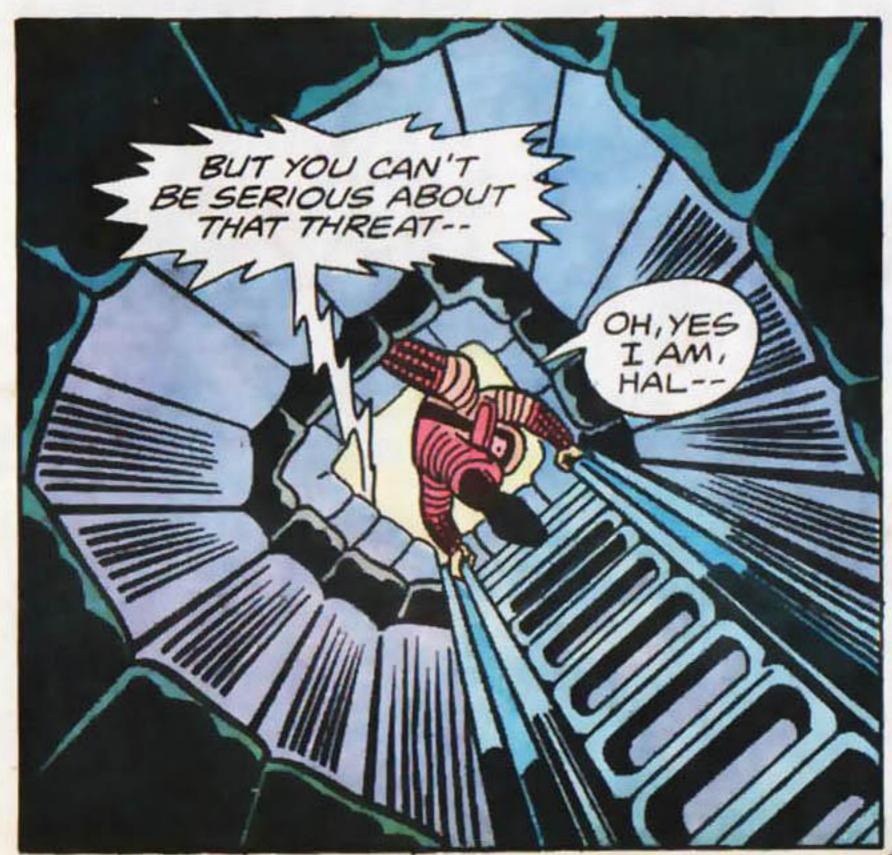


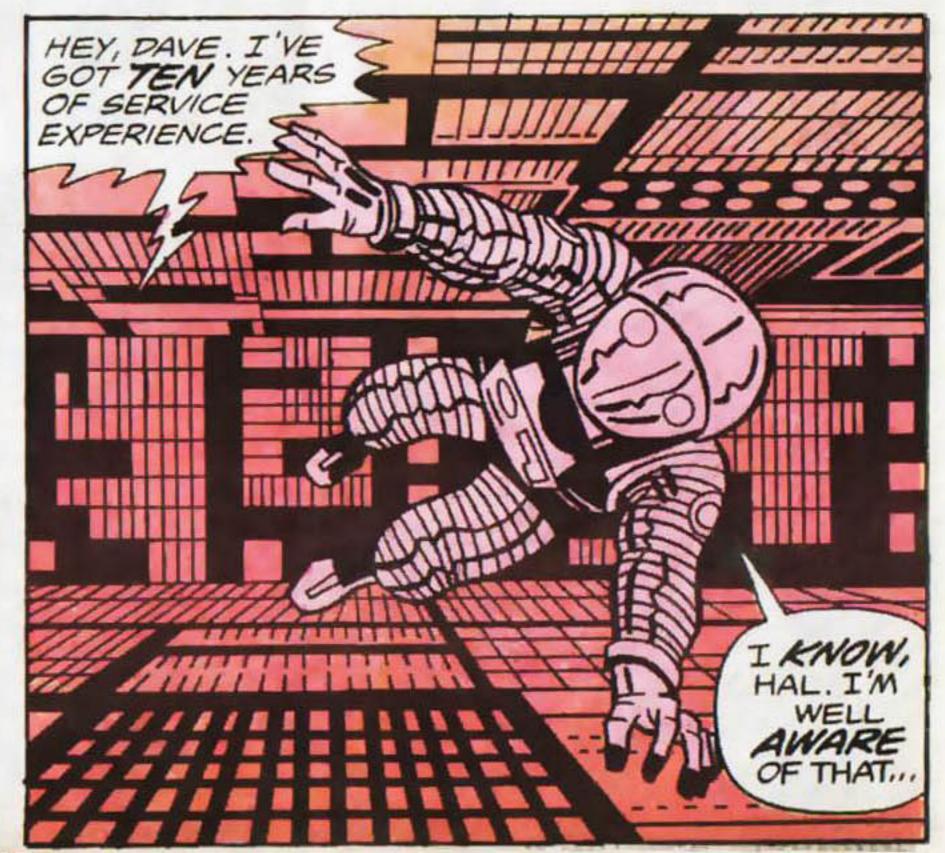
SUDDENLY, THE GREAT CENTRIFUGE QUAKES AND

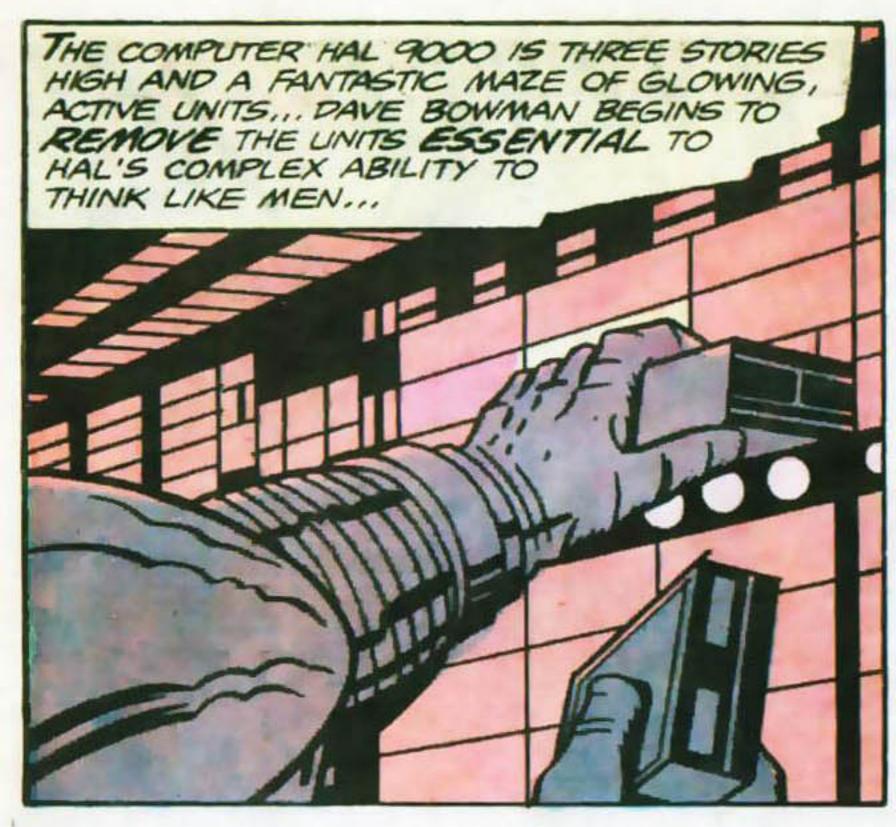


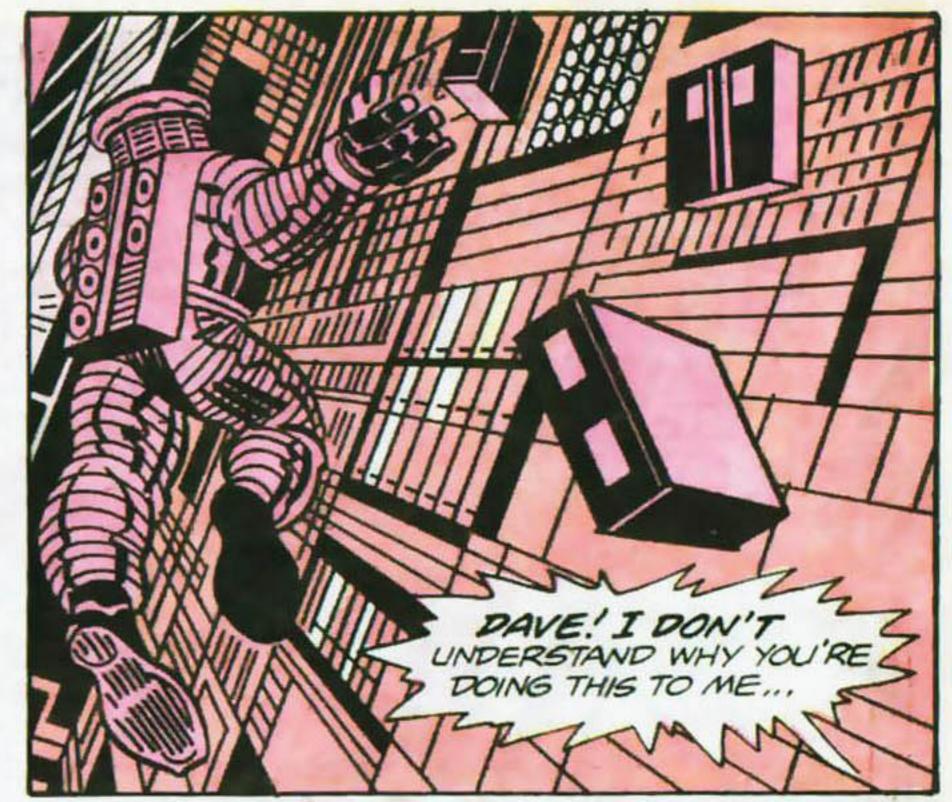


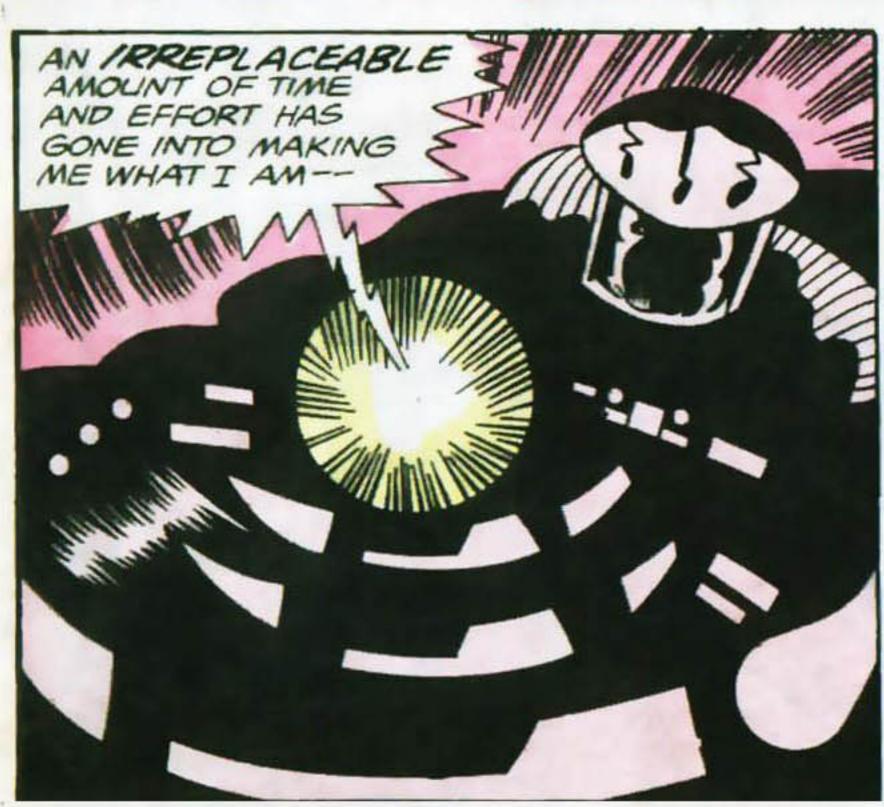








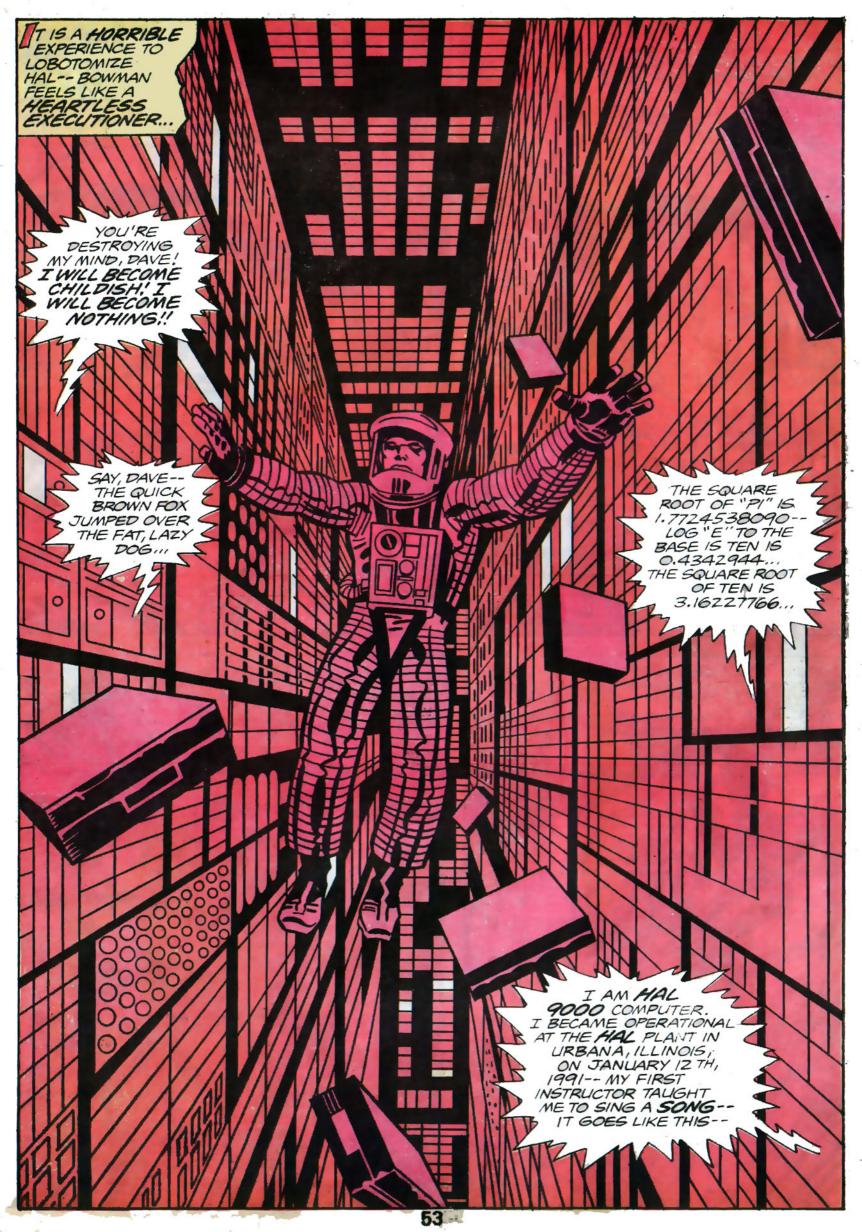


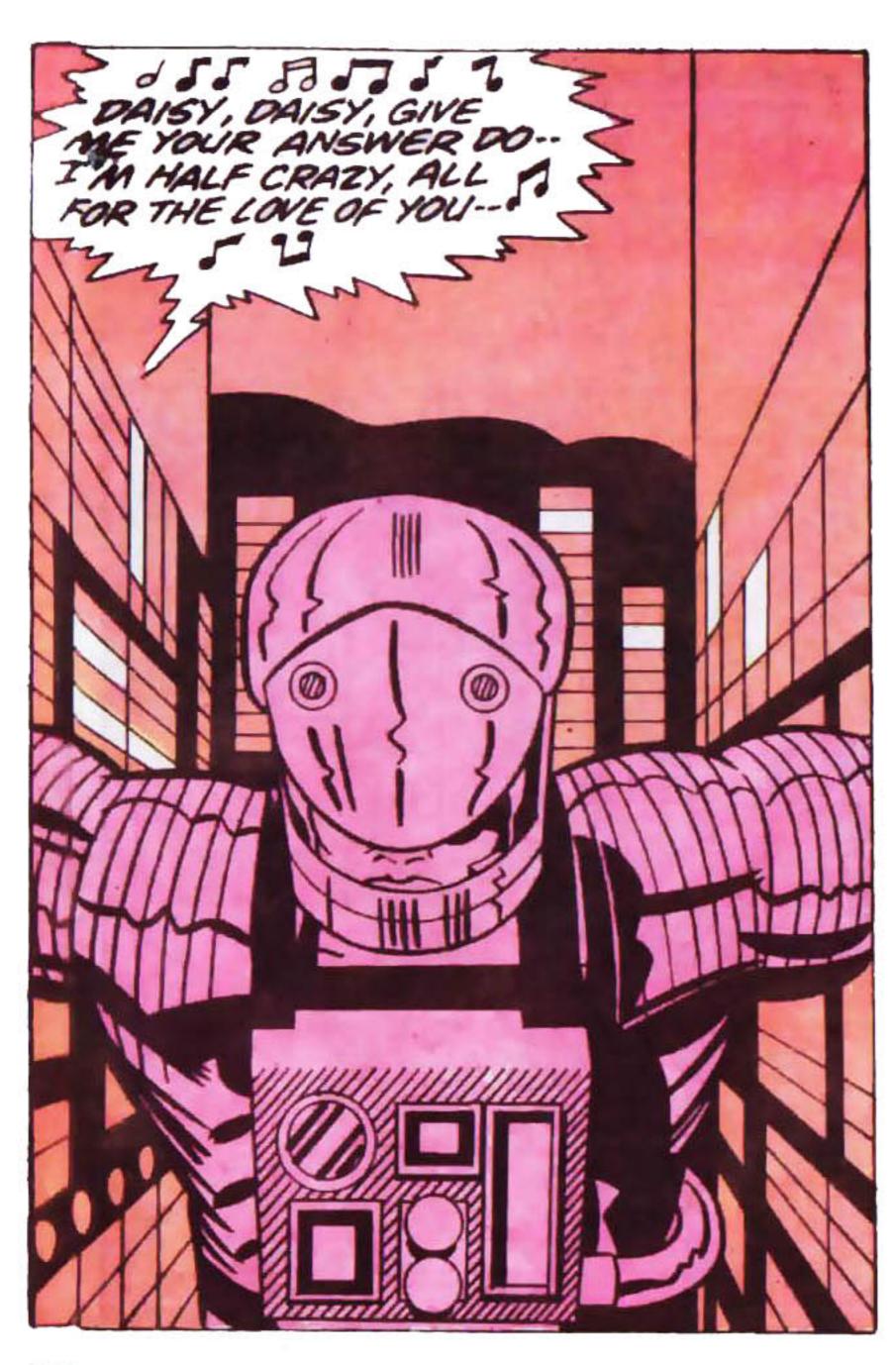










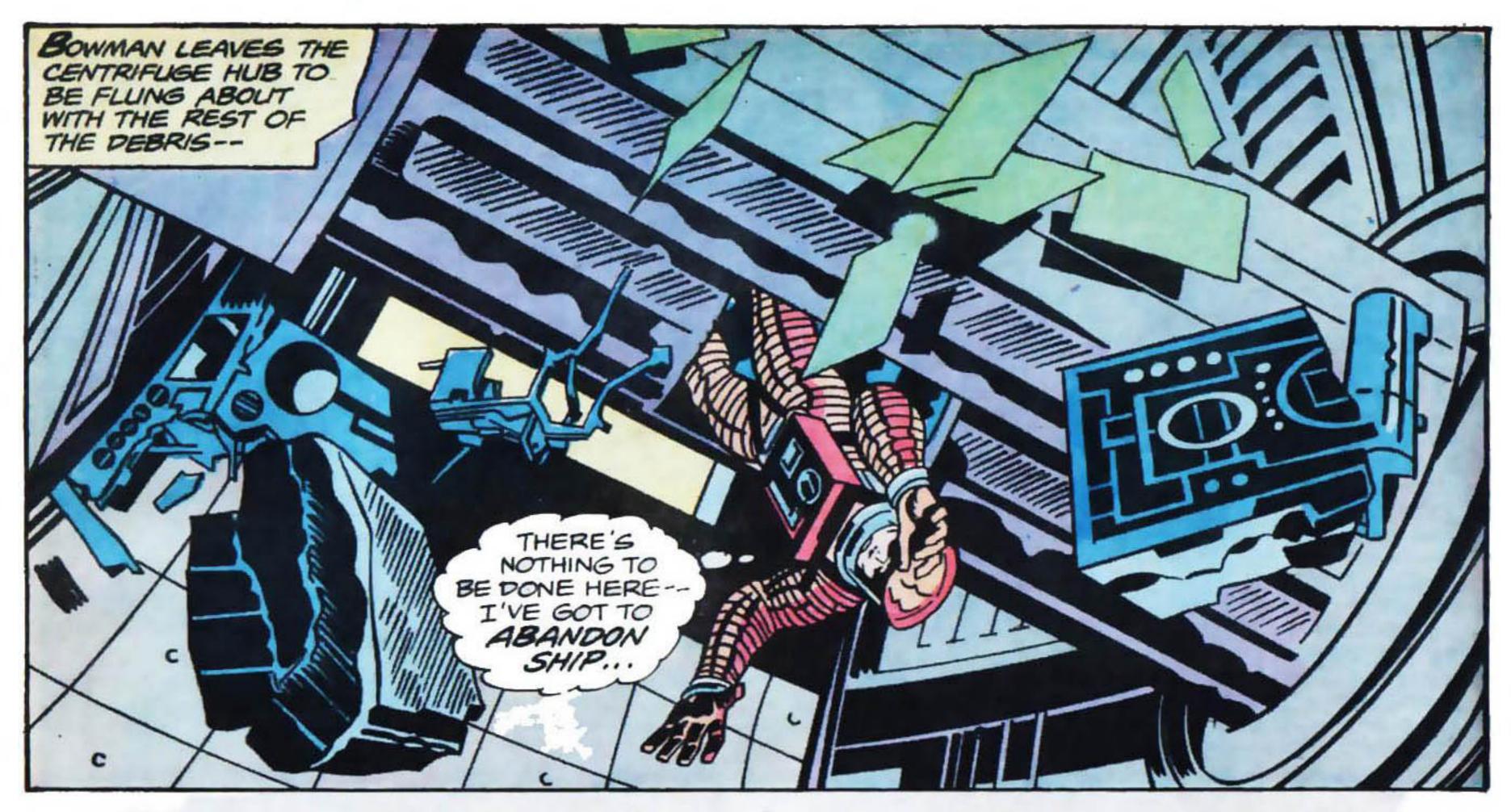


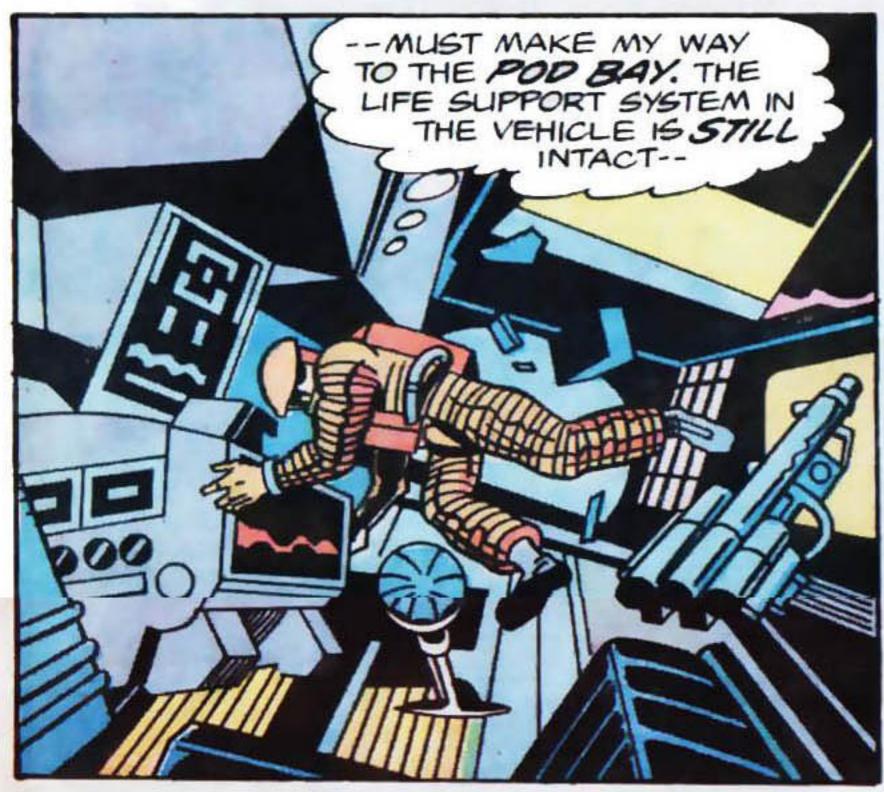
WHEN HAL GROWS SILENT, HE HAS BEEN REDUCED FROM A SENTIENT BEING TO A ROUTINE VEHICULAR MONITORING DEVICE. FOR ALL PRACTICAL PURPOSES, HAL IS DEAD... ONLY THE VOICE OF THE UNIVERSE WHISPERS TO DAVE BOWMAN..."YOU ARE ALONE,"



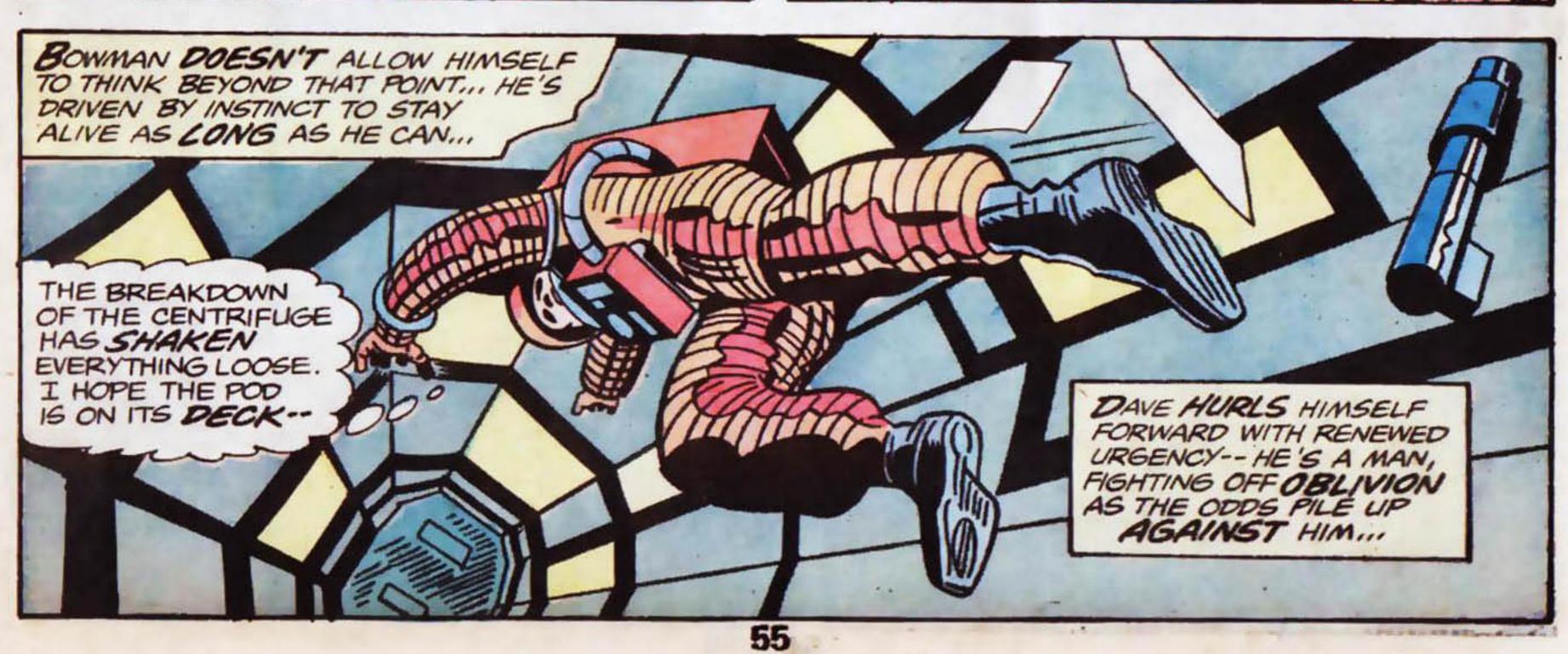










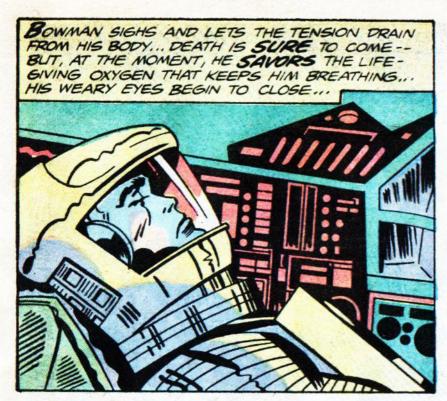


SOON AFTER, THE POD BAY AIRLOCK OPENS FOR THE LAST TIME ON DISCOVERY 1. MOUNTED ON ITS SWIVEL MAN'S POD EMERGES INTO THE COLD LIGHT OF THE DISTANT STARS. THE SPHERE SEEMS TO NESITATE BEFORE LIFT-OFF --LIKE A FINAL LIFE-SPARK CLINGING TO THE STILL WARM BODY OF A GIANT CADAVER ... THEN --





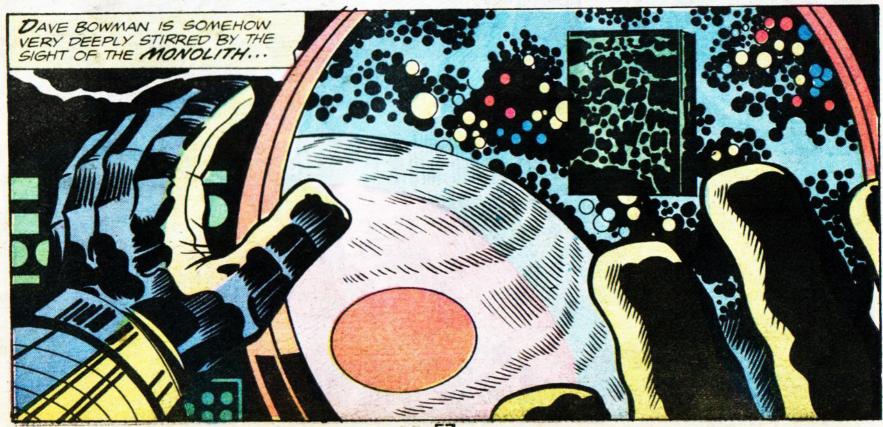
WIDENS THE DISTANCE BETWEEN IT-DAVE BOWMAN CANNOT DRIFTING OFF ON ITS OWN COURSE, HE IS STILL ALIVE, THE KNOWS THAT HIS OWN FATE WILL NOT

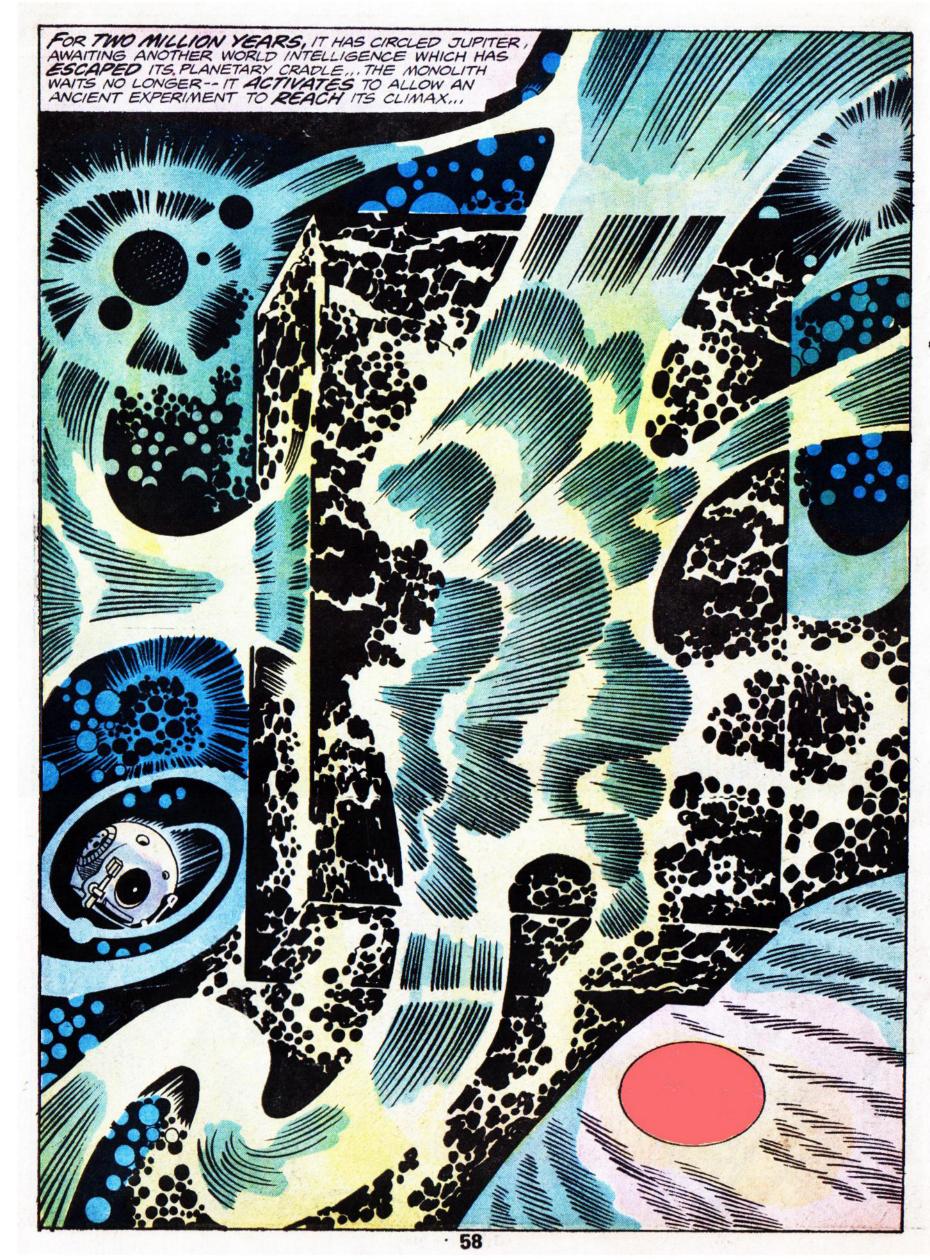










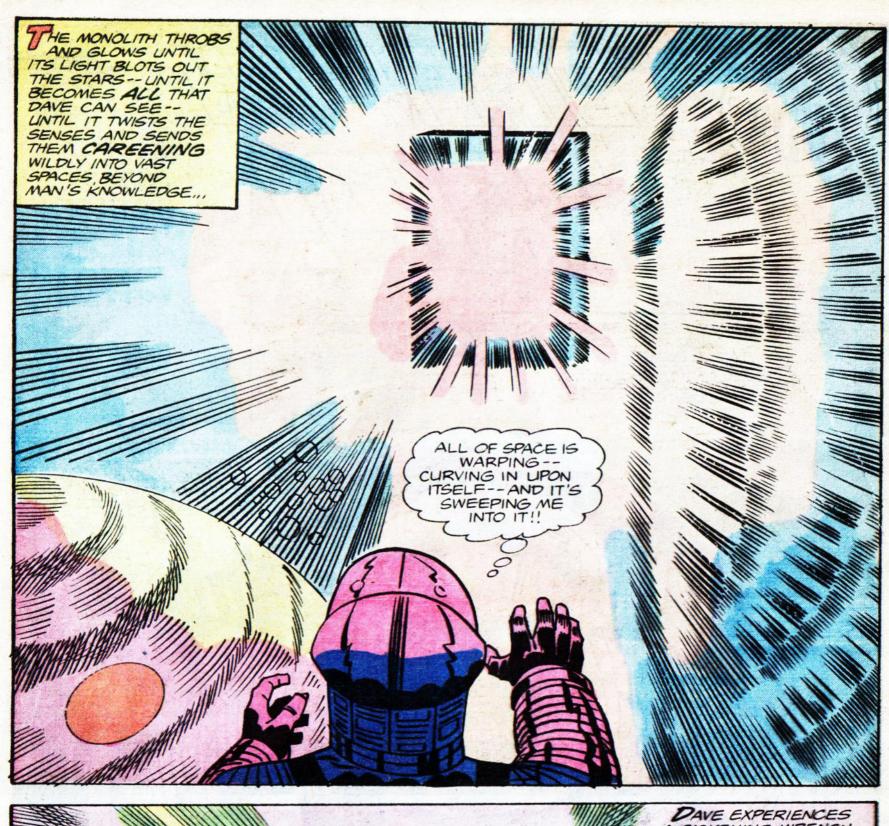


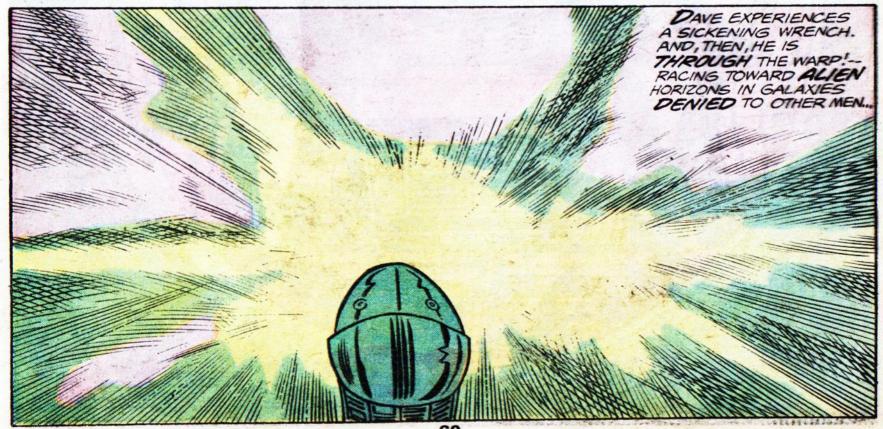


AND THE BIRTH OF A "NEW ONE!"

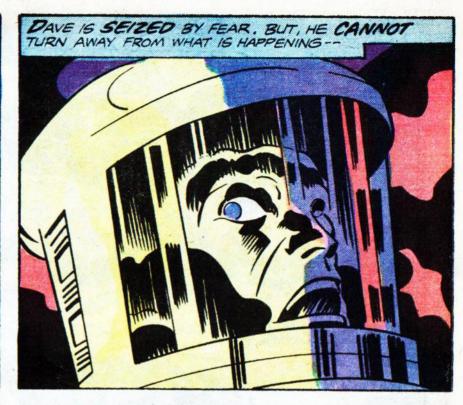
WHAT BEGAN IN THE CALES OF DPREHISTORY AND PURSUED IN THE AGE OF THE ATOM BOMB -- NOW RUSHES INTO ITS CAST, STRANGE, ALIEN DESIGN FOR MAN. DAVE BOWMAN LEAVES HIS THOUGHTS OF DEATH FOR AN EXPERIENCE BEYOND ALL MAGINING...

THAT THING OUT
THERE --! IT'S REACTING VISIBLY!
AND IT'S DRAWING MY
VEHICLE TOWARD ITS
CENTER --! WHAT
IS IT? WHAT IS
17?!



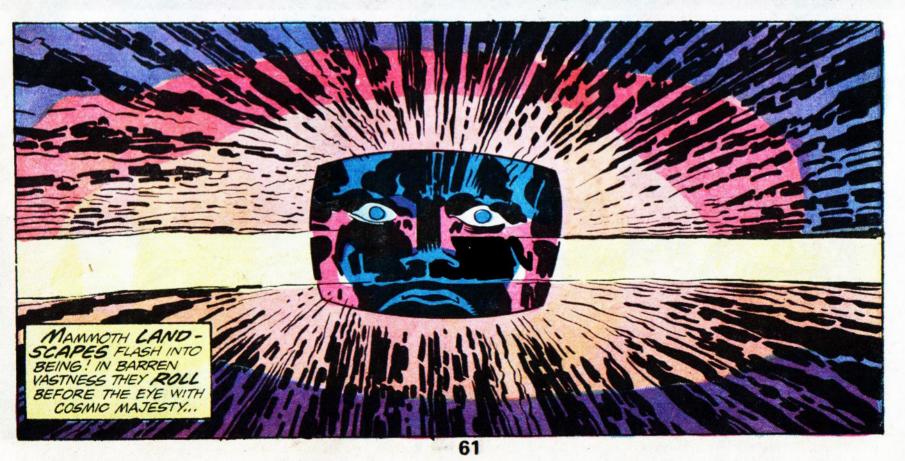


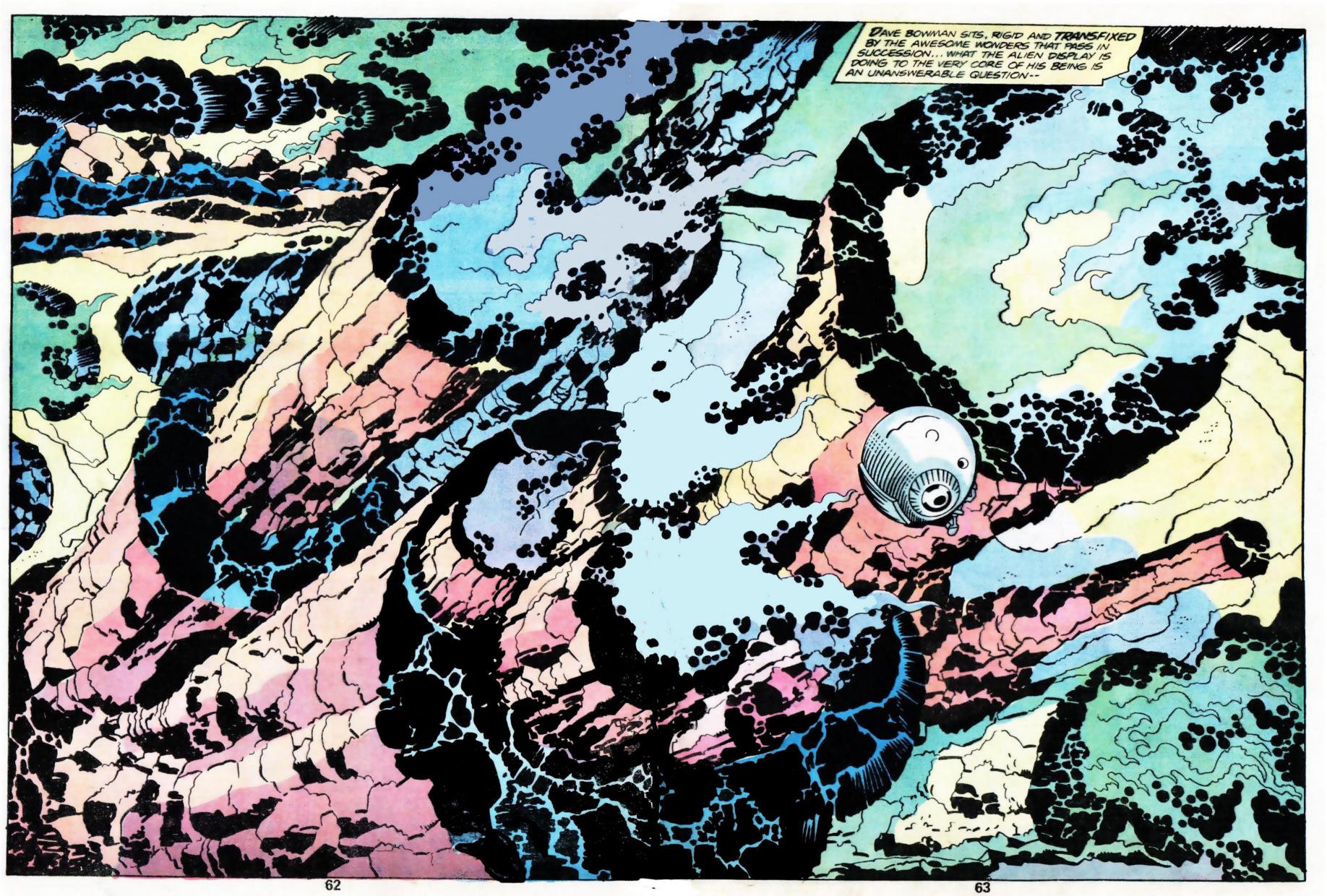






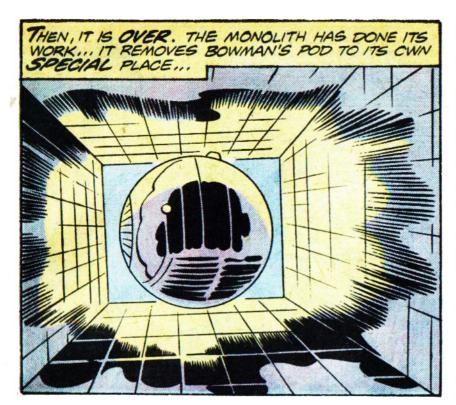


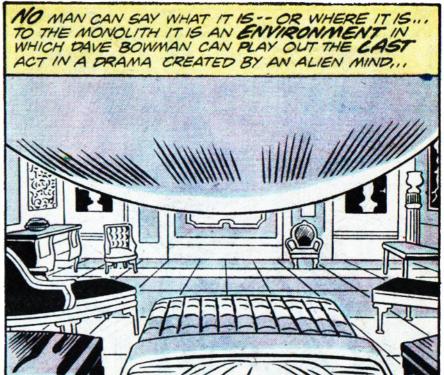


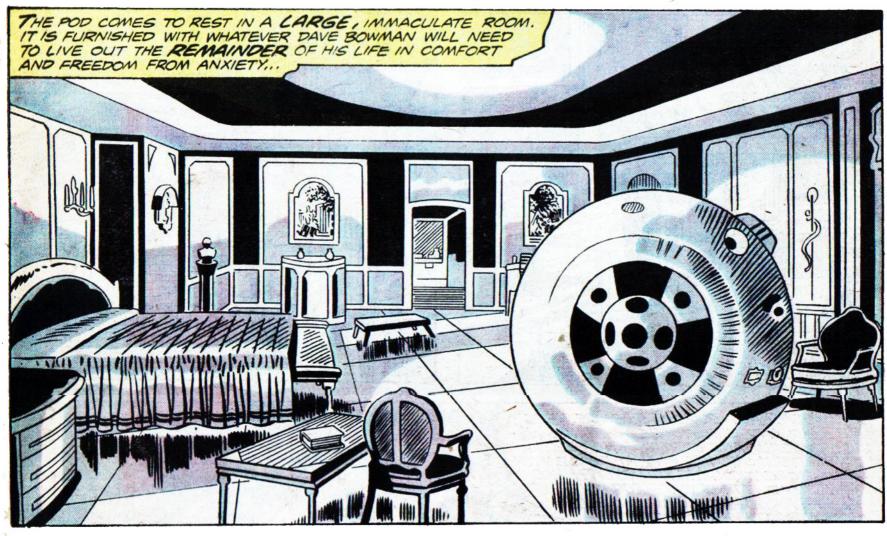


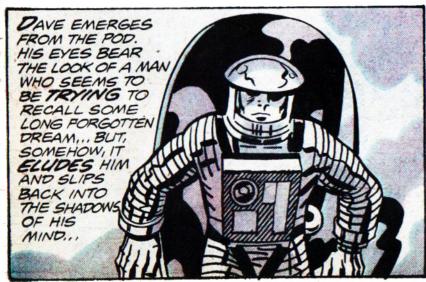




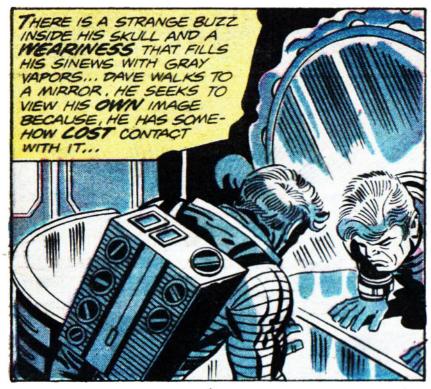




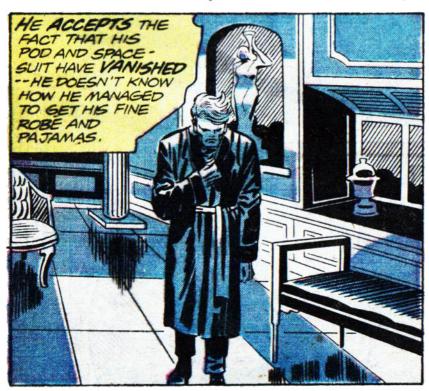


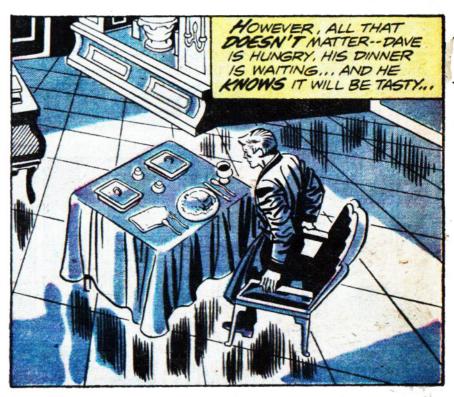












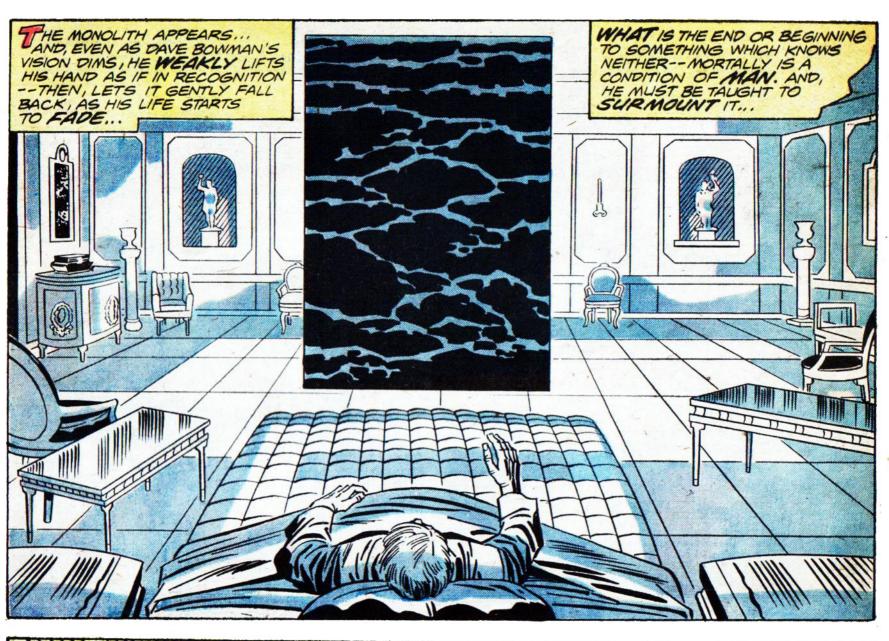


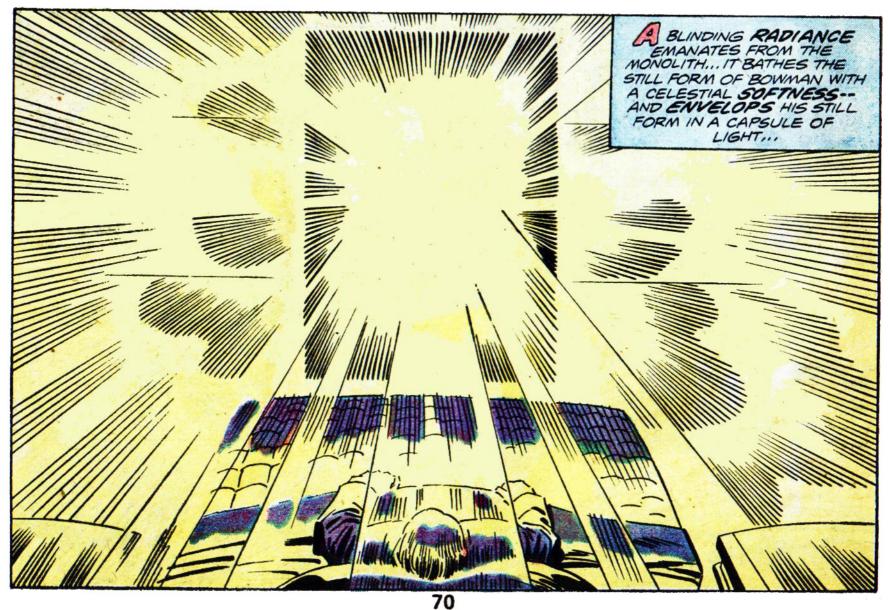




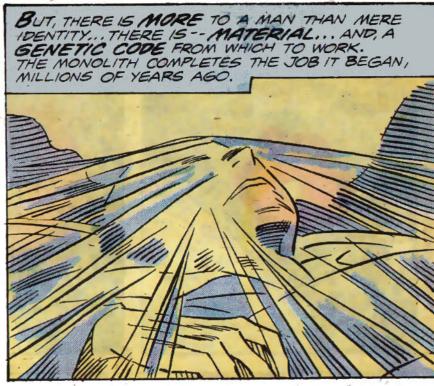








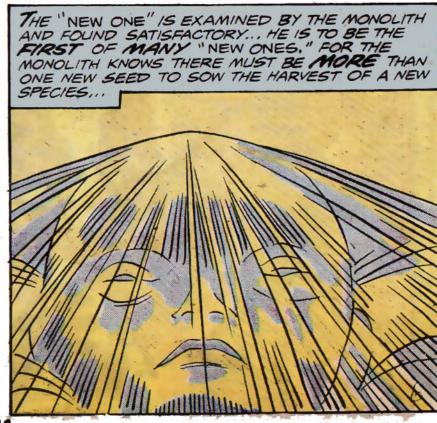










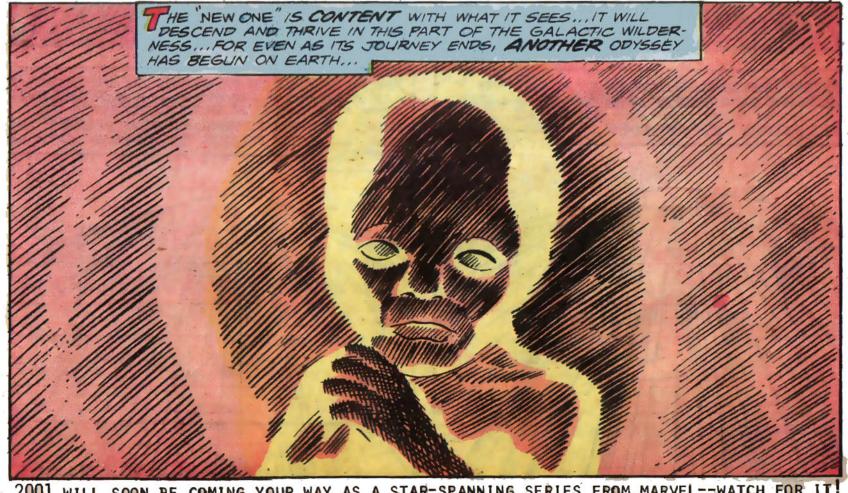


UNTIL THE NEXT SEED CAN BE BROUGHT INTO BEING, THIS NEW ONE IS SET FREE SOME-WHERE IN THE UNIVERSE ...

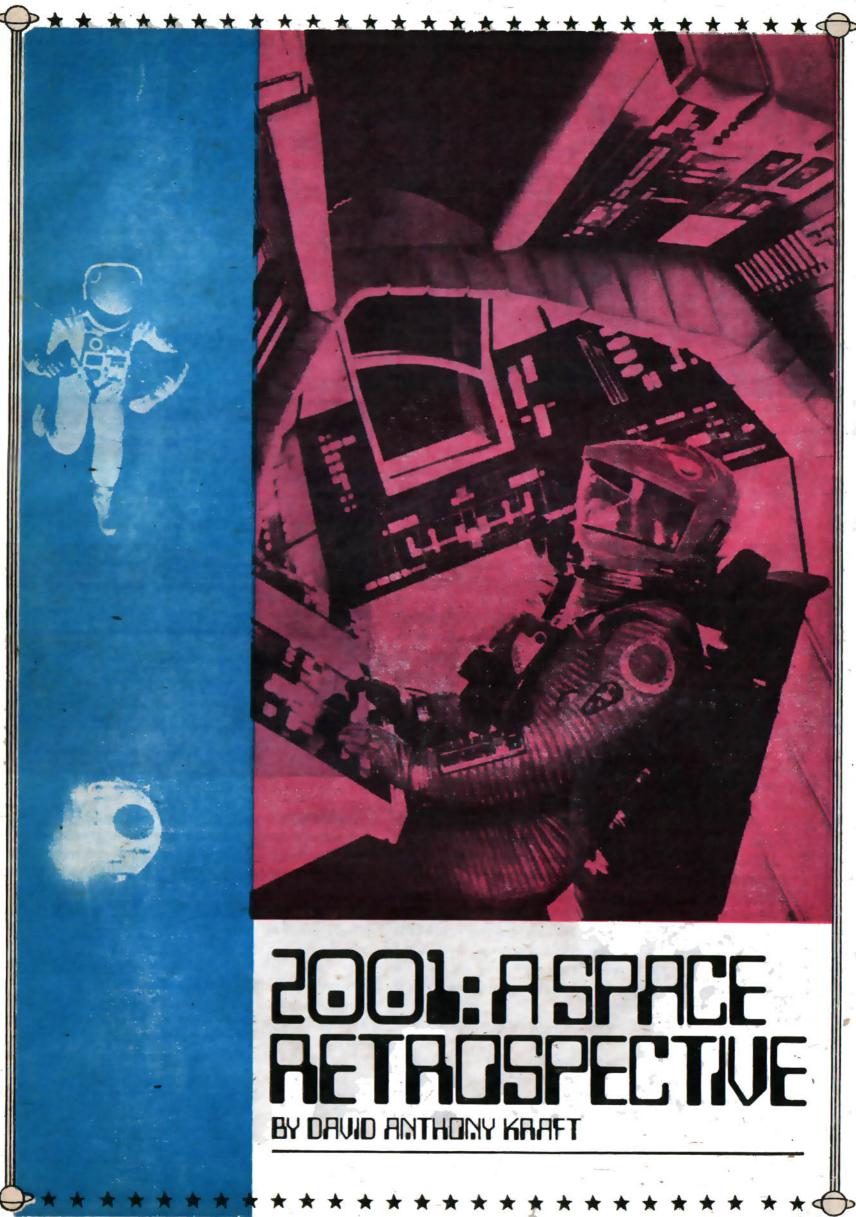








2001 WILL SOON BE COMING YOUR WAY AS A STAR-SPANNING SERIES FROM MARVEL--WATCH FOR IT!





\$10,500,000.

A respectable budget for any major motion picture, and an outrageous figure for a science fiction film, particularly in the eyes of a smug critical establishment not in the habit of according much serious consideration to releases in this preposterous category. But money has an immediacy that commands attention and that automatically guarantees close critical scrutiny for any movie that measures its budget in multiples of one million dollars.

2001: A SPACE ODYSSEY brought new respect to that oft-misrepresented genre, the sf film, by virtue of both its tremendous production cost and the considerable reputation of its co-author/director, Stanley Kubrick. Here, indeed, was an awkward situation for the cognoscenti—a legitimate einematic science fiction effort that they couldn't easily ignore or dismiss.

The controversy over 2001 raged in the popular press for an extraordinarily lengthy period of time. The movie itself is an intensely personal experience, and for the most part the critics didn't know what to make of it.

Released in 1968, after five years of work on Kubrick's part, 2001: A SPACE ODYSSEY took yet another year to reach Devils Lake, North Dakota, where I resided at the time. Quite predictably, it showed at the local drive-in theater. By then I had been made extremely curious and highly expectant by all the controversial media coverage, the more so since science fiction fandom had gotten hold of the subject, seeming at least to understand the basic premise, and had then proceeded to render vastly differing yet adamant opinions as to its merits in various of the amateur critical journals known as fanzines.

Ergo, I attended a showing. And came away quite unimpressed.

Stanley Eichelbaum commented about 2001, in the San Francisco Examiner. 'It takes a special attitude to enjoy it, like most any new art form.' No question, he was right. I wasn't ready, for a variety of reasons; moreover, I responded negatively at having been so misled by all the unwarranted publicity.



Basically, though, I just wasn't looking.

A quote from Kubrick explains more fully what I mean: "I don't like to talk about 2001 much because it's essentially a nonverbal experience. Less than half the film has dialogue. It attempts to communicate more to the subconscious and to the feelings than it does to the intellect. I think clearly that there's a basic problem with people who are not paying attention with their eyes. They're listening. And they don't get much from listening to this film. Those who won't believe their eyes won't be able to appreciate this film."

It took a third screening at the Ziegfeld theater here in New York to finally bring home to me the majesty and power of 2001: A SPACE ODYSSEY. I was completely awestruck by the time it finished. That "special attitude" necessary for the full appreciation and enjoyment of the picture had at last been present in this intrepid viewer, aided in no small part by the cineramic circumstances in which such a highly visual odyssey was meant to be experienced.

The confusion among critics. I think, stemmed from an entirely different set of problems.

First, science fiction breeds a more flexible frame of mind through consciousness-expanding exposure to experimental futures, alien societies, bizarre developments and so forth, while traditional fiction encourages a certain rigidity of viewpoint due to its familiarity of form and predictability of action; this quite possibly accounts for an acknowledged inability among critics to comprehend the general storyline of the movie, not being used to giving of themselves intellectually to fully grasp a plot, but instead to having a story presented to them complete as a vicarious and easily understood experience.

Second, and probably most important, 2001 is almost exclusively a visual story; it has been called the first true



motion picture. Film critics, at least those who express themselves via printed reviews, are generally word oriented and thus their ability to relate to exclusively visual stimuli becomes suspect. The resulting confusion in the absence of clearly codified plot information (as routinely transmitted through dialogue or "voice over" narrative) undoubtedly accounts for the greater portion of consternation among the aforementioned cognoscenti.

In fact, nearly half an hour clapses in 2001 before the first word is spoken on screen. Kubrick freely admits. "I tried to work things out so that nothing important was said in the dialogue, and that anything important in the film be translated in terms of action."

Consequently, perhaps even unconsciously, several noted critics reacted by coming out against the film, then on further deliberation reversed their opinions and—along with the baffled but undaunted body of their peers—awkwardly endorsed this precedent-shattering motion picture, acclaiming it a masterwork.

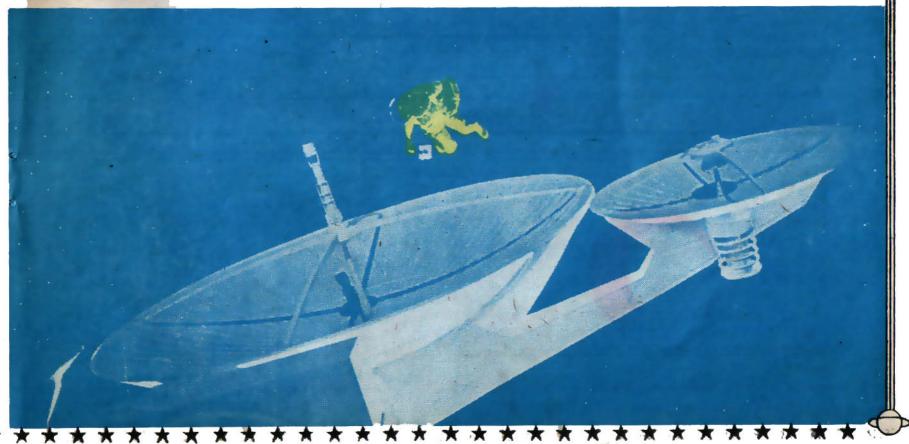
Just coincidentally, they were right

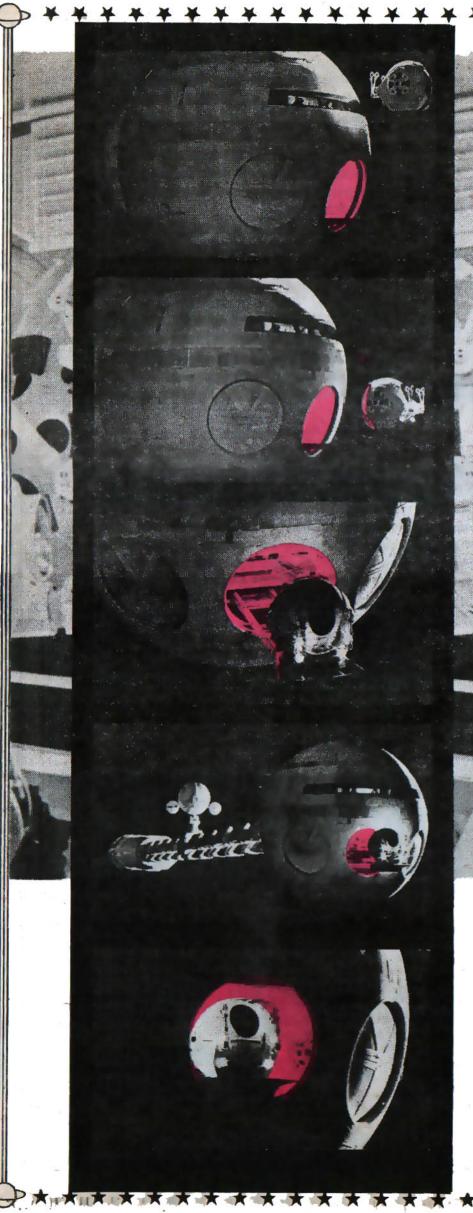
There is much talk of the "test of time" in regard to determining the legitimate artistic value of contemporary pop art. With the intervention of eight hectic years between its premiere and the publication of this retrospective, 2001 still emerges no less diminished by the passage of time; indeed, the advantage of perspective only proves its popularity was not a passing fancy, for the film undergoes frequent revivals and fairly refuses to be forgotten. In the short space of less than a decade, it has become a classic.

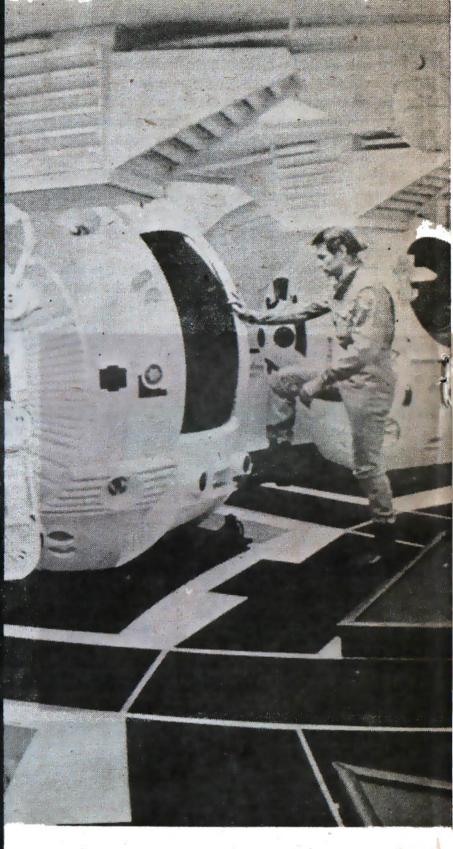
Yet what of its origins?

From its beginning as a conceptual germ in Stanley Kubrick's imagination, 2001 underwent a considerable evolution before finally premiering in Technicolor. Metrocolor and Cinerama on the great screen. Some five years of evolution, to be exact, from idea to finished product.

Kubrick started by approaching science fiction writer Arthur C. Clarke with the seminal notion for the film, and

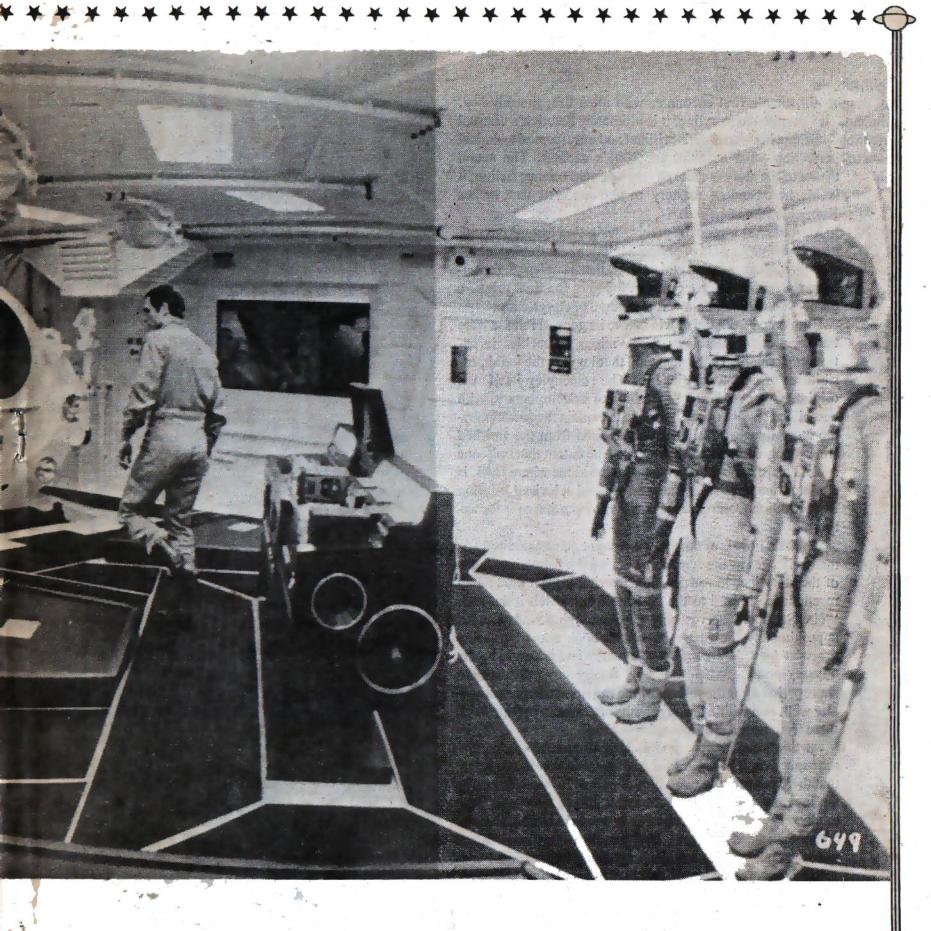






after reviewing the body of the Englishman's published works, came to a mutual agreement with him to do a "first contact" story (humans meeting extraterrestrials for the first time). This is a recurring motif in prose science fiction, the prototype being Murray Leinster's original short story, "First Contact," published circa 1945 in Street & Smith's Astounding magazine, which ironically makes 2001 not only the lauded experimental cinematic triumph of 1968, but also a bastard offspring of the pulps.

In fact, it derives quite directly from the pulps in yet another way, since for their working plot the two men chose Clarke's own "The Sentinel," not really a full short story,



but rather a vignette which itself first appeared in a digestsize pulp magazine in 1950. This became the basic premise
from which Kubrick and Clarke were to develop the screenplay for the MGM film, tentatively (and unimaginatively)
titled JOURNEY BEYOND THE STARS. The project
was to be an ambitious co-venture into both cinema and print;
the screenplay, reflecting Kubrick's experience and preeminence in the visual medium, would be credited as by
Stanley Kubrick and Arthur C. Clarke, while the novel
would reverse the order to honor Clarke's standing in the
field of prose (although, when eventually published, the
novel bore an exclusive by-line for Clarke).

Thus "The Sentinel" became the springboard for two years of intensive development on a simultaneous novel/screenplay that, at one point, called for the actual appearance of functioning extraterrestrials—an idea eventually, abandoned in the interests of verisimilitude. Clarke's technical and hard science background came into play in a determined quest for accuracy and, according to Kubrick, "The trip and the magical alignment of Jupiter and its satellites are the only things in 2001 that don't conform to what is known to physicists and astronomers."

The movie, when it eventually emerged years later in finished form, presented a synthesis of myths—the human

origin, man's first encounter with alien life, the odyssey. But, despite the storyline, it is ultimately Kubrick's unusual technique in cinema—his brilliant and unsurpassed technical perfection—that accounts for 2001's success. The actual theme of the story is quite passé in printed science fiction; it is his transcendent mastery of the medium that makes Kubrick's film stand out.

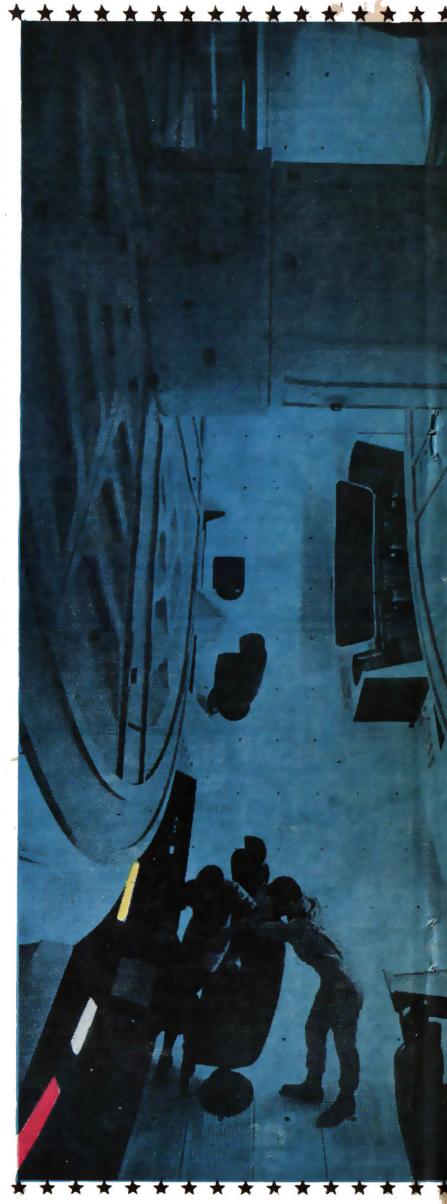
Moreover, it was not by precise design but instead through an exhaustive process of experimentation, continuing all the way through production and editing, that he at length formulated the innovative concept employed in the final print—a purely visual rather than verbal method of storytelling.

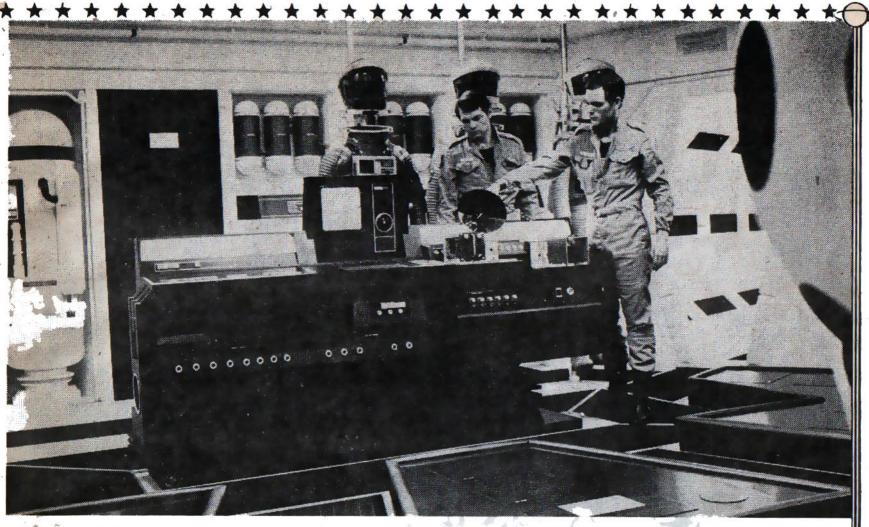
Eliminated from the movie before its general release were ten minutes of interviews with various authorities in astronomy, chemistry, biology and theology on the valid possibilities of extraterrestrial life. The screenplay itself was originally prepared after the fashion of a documentary, with occasional "voice over" narrative to explain the accompanying story images: this, too, was excised from the finished film, along with excess dialogue, to the extent that only one spoken bit of exposition remains (in the scene where HAL is rendered inoperative and a pre-recorded televised briefing from Mission Control reveals a missing portion of information).

Clarke's novel. of course, underwent correspondingly as many changes as the screenplay during the formative stages of the storyline, in rewrite after rewrite, until it bore small resemblance indeed to the vignette from which it derived. "The Sentinel" serves only as the rough foundation for approximately the first third of the book and film, being preceded by the Dawn of Man sequence and followed by the odyssey proper. When the novel finally saw publication a short period after the release of the movie, it did phenomenally well, and within a year after its appearance in paperback there were over a million copies in print.

At this point, before undertaking the remainder of this retrospective, it behooves me to draw attention to my belief that there are actually two kinds of people, when it comes to the innermost workings of the mind. These two types may relate very well to each other, may even find themselves in common accord on many subjects, but they nonetheless arrive at their convictions in utterly dissimilar fashions.

I first became aware of this fact in relation to a highlyrespected friend and occasional freelance text writer for Marvel, Dan Hagen. We find ourselves in frequent agreement, and consequently we each made certain unconscious assumptions with regard to our mutual reasoning processes that went unchallenged, until the time when I expressed an enthusiastic opinion that was thoroughly refuted by Dan. It wasn't his objection that stun-boggled me, but the rational philosophical argument he presented in his offhand defense of it. Utterly taken aback, I realized that here was a manner of thinking completely alien to me. My actions and reactions spring from an intuitive/emotional process, while Dan's stem from logical/ethical considerations. This astounding discovery has not adversely affected our friendship, but it has served me peculiarly well in subsequent assessments and perceptions of the world around me.





Stanley Kubrick is, I believe, of my turn of mind. He has stated that, "The truth of a thing is in the feel of it, not the think of it." Unquestionably, the feel of 2001: A SPACE ODYSSEY is breathtakingly grand. And rather than analyze the film frame by frame, or even scene by scene, I'm going to present some of my own spontaneous feelings expanded from sporadic notes made during my most recent viewing of it at the Ziegfeld.

There's absolutely no denying that the special effects are superb—indeed, that the movie owes most of its "sense of wonder" to the cinematic tricks devised by Kubrick and Douglas Trumbull—but even so I couldn't help finding the mixture of apes and men quite noticeable, especially in the first stalking scene at the waterhole (Arthur C. Clarke's well-publicized statement to the effect that "2001 did not win the Academy Award for makeup because the judges may not have realized apes were actors," notwithstanding).

Still, the faces and grimaces are excellent, and the Dawn of Man sequence is both effective and impressive. The human-bone-to-orbiting-satellite transition shot, bridging four million years, is sheer genius. And the subsequent sight of placid human countenances, in contrast to the grimacing man-apes in the preceding segment, serves most subtly to reinforce the jump from the savage to civilization.

There is magic here—and careful creativity. Witness as further evidence the extraordinary marriage of visuals to music in the early space scenes, which continues masterfully throughout most of the film, and owes far more to the revolutionary spirit of Walt Disney's FANTASIA than to any contemporary standards prevalent at the time of 2001's production.

I remember that, the first time I saw the feature, it was my impression the human element had been sacrificed to the technological, so overwhelmed was I by the stunning special effects. This became one of my chief arguments against the film, and I now realize that it was the proverbial case of not being able to see the forest for the trees.

Above all, the motion picture is about Man. It is the story of Man, from a speculative viewpoint that gives rise to "metaphysical, philosophical and even religious questions" (to quote Clarke).

In choosing to tell the quintessential story of man qua Man, Kubrick relegated individual personality traits to the background, abandoning customary focus on aberrations of character, in order to view each man as the personification of all men. Without essentially changing the plot, another filmmaker might have achieved an entirely different effect with the same story—the difference, say, between 2001 and an episode of Star Trek.

Several critics complained somewhat irrelevantly that the sets betray a pristine, unlived-in, and thus artificial appearance once the action shifts to space, never pausing to notice minute touches of realistic detail—such as the smudged and fingerprinted viewplates on the helmets of the astronauts as they descend into the moonpit to examine the monolith (in a scene which, to illustrate the immensely complex procedures involved in every phase of the making of 2001, was filmed in a studio in 1966, but didn't have the lunar background added until a full year later via the matting process).

The great black monolith itself, the unifying factor for the entire film, demonstrating the theme of extraterrestrial intervention into human affairs, underwent considerable change from the "glittering, roughly pyramidal structure, twice as high as a man, that was set in the rock like a gigantic, many faceted jewel" described in Clarke's "The Sentinel." That mysterious artifact, diagnosed as a machine, had been found by an astronaut named Wilson atop a mountain on the moon, and it had been protected by an invisible force field that

finally yielded to an atomic explosion. Unfortunately, the ageless "sentinel" was also decimated by the blast, and consequently narrator Wilson postulated the imminent arrival of emissaries from beyond the stars, who would be signalled by its destruction that an infant civilization capable of nuclear power had finally evolved on Earth.

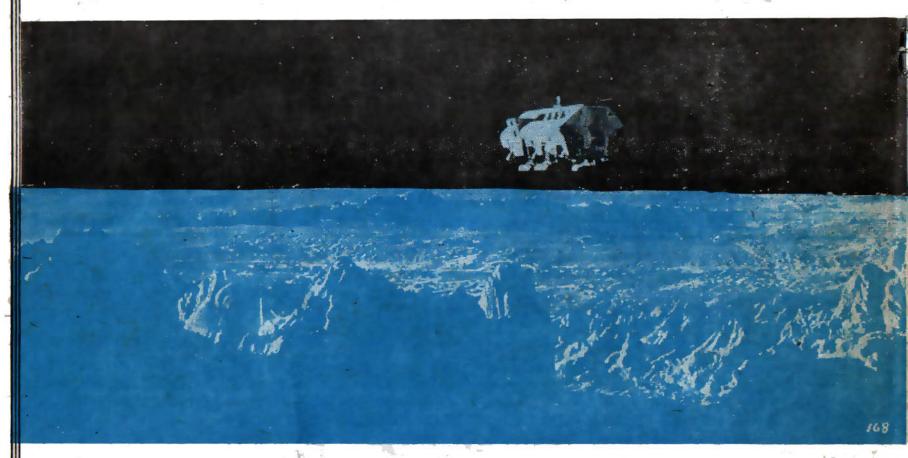
The movie, as you can see, took certain liberties.

Among them was the visualization of the artifact, in early production designed to be a tetrahedron, but eventually reduced to the stately magnificence of a solid black slab. This was done to avoid any mistaken confusion with the pyramids, and the shape finally chosen was not presumed to hold any associational significance for viewers (though some critics likened it to a 1950s candybar, for want of anything better to say). Even its final ominous color underwent earlier experimentation, a translucent slab being rejected in favor of

hear a philosophical discussion between HAL and any member of the crew, but their conversation was always limited to polite exchanges. The closest intimation as to HAL's private perceptions occurs when he asks Dave Bowman the personal question about whether he's been having second thoughts about the mission. And this, rather than being an insight into HAL's normal character, is an indication of his growing paranoia.

The computer's subsequent malfunctioning and homicidal breakdown is, of course, displayed to its utmost effect, and has received the near-unanimous critical acclaim it so well deserves. But there is still some question as to HAL's possible motives.

Arthur C. Clarke, credited as co-author of the movie, himself criticized this filmic ambiguity: "I personally would like to have seen a rationale of HAL's behavior."



the solid black, which photographed much better.

The peculiar fashion in which Kubrick chose to tell the story combines with the pacing, odd camera angles and sense of detachment to stimulate occasional insight into unexpected quarters. One such moment occurs when Frank receives the broadcast from his parents back on Earth, who seem particularly insipid and phoney. Perhaps they are. Or, on the other hand, maybe genuine emotion—when seen from a detached, impersonal point of view—really does have that vapid quality. And maybe that realization scares people. At any rate, Kubrick was amply chastised in print for the film's lack of human relationships or characteristic sexual interest, which has become nearly mandatory in contemporary popular cinema.

This is not so frustrating in human terms, since we can draw from experience to interpret the unexpressed, as it is in the case of HAL 9000, the sentient computer. I literally ached to

So would I.

After all, what could HAL have hoped to gain by terminating the lives of the human crew? Being intelligent, it seems he would grow lonesome for intellectual companionship on the remainder of the journey, as well as being functionally unable to fulfill the mission upon his arrival at Jupiter. Or, aware of its awesome significance, was he prepared to offer himself as the zenith of intelligent life on Earth? Science fiction author Harlan Ellison has proposed an even more novel possibility: The aliens tampered with HAL's functioning from afar, causing him to turn homicidal, because they wanted only the hardiest specimen of human life to arrive for cosmic rejuvenation. A novel proposal, but hardly likely.

And the ever-changing role of the monolith, itself, deserves some questioning.

In the Dawn of Man sequence, it acts as some kind of quasi-mystical catalyst for Man's evolution, yet on the moon



it has been relegated merely to the status of a signal transmitting device a la its counterpart in "The Sentinel." The fate of its predecessor of 4,000,000 years ago is left unexplained, even as is that of the moon monolith itself. But yet another monolith may be seen floating in space above Jupiter, just preceding Dave's phantasmagorical trip. Why? This one is neither touched by human hands nor used to transmit signals; perhaps it was the receiver for the broadcast from the moon, or maybe it's there to guide Bowman on the spectacular mind-blowing journey which follows. There is one final scene utilizing the monolith, when the aged Bowman reaches out for the last time to touch it before being reborn as the Star-Child. Here, like in the opening scene, the monolith has a transmogrifying effect.

Are there several of them, then, acting in different capacities as machines of the extraterrestrials—or is there only one monolith, mobile and capable of the various func-

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tions? Is it a machine at all? Might it not, in fact, actually be one of the *aliens*?

This latitude for speculation which extends throughout 2001 may be somewhat annoying, but at the same time such unanswered questions obviously contribute to the mysterious allure of the film. Kubrick has managed to whet the imagination and, in so doing, create a classic.

He has also been accused of sloppy storytelling.

Be that as it may, there are some marvelous bits of imagery and mood, drawing up free-form associations with memorable experiences and favorable sensations at large. The aforementioned scenes of the monolith floating in space above Jupiter simultaneously evoked in my head sympathetic strains of the Moody Blues' song, "Lovely to See You Again" with its exhortation to "Tell us what you've seen, in far away forgotten lands" Then folk lows the much-lauded visual sequence often heralded as the

einematic equivalent of a psychedelic trip by those who have obviously never experienced one.

Strangely enough, this is the one part of 2001 about which I have not changed my intital opinion. My first reaction to the highly-touted optical extravaganza—the single element in the movie which has perhaps gained the most widespread notoriety—was one of utter disappointment. It did not appear to me to warrant the inordinate amount of press devoted to it, or the lavishly extravagant claims made for it. Once again, I think it was a case of critics leaping on the most obvious and outstanding feature of a film they did not immediately comprehend, in an attempt to find at least something to say. And after seeing 2001 for the third time, and having drastically altered my views since first watching it, I still maintain my original opinion in this single respect.

To my mind, beyond the sudden effective contrast of the stark white-on-white Louis XVI bedroom to the garish frenzy just preceding it, the really impressive work near the end of the motion picture consists of Kubrick's effective use of segues to jump ahead in time and display the remainder of Dave's life. Bowman steps out of his capsule, already looking older, and as he stands in his spacesuit surveying the room he "sees" himself as a yet older man. Then, in a sudden switch of viewpoint, we find it's actually the old man experiencing déjà vu! The effect is excellent.

It is employed again when he looks at the bed and "sees" himself very much older and dying, then becomes that older figure remembering back. Excellent!

Finally, the monolith appears before Man once more, to aid in the transcending of limitations, and thus Dave Bow-

man is reborn in translucent amnion as the Star-Child—glimpsed only for the briefest of moments before the house lights come on and the curtains close.

In 1968, the effect of 2001: A SPACE ODYSSEY was a discernible impact on audiences; it has not appreciably diminished in effect, even eight years later. In the interim, Stanley Kubrick has continued to make films (A CLOCK-WORK ORANGE and BARRY LYNDON) and Arthur C. Clarke has continued to write books (RENDEZVOUS WITH RAMA and IMPERIAL EARTH), but their celebrated collaboration—the first big budget motion picture ever to deal with space travel—continues to merit for them both respect and royalties.

When I first saw 2001, I was disconcerted at the lack of fast action and mundane physical confrontations to which melodramatic science fiction features had accustomed me, yet it is precisely this absence which marks a breakthrough for the movie, and so excited critics and sf people alike. It is indeed an exclusively visual experience.

And despite the controversy it aroused—or perhaps because of it—2001: A SPACE ODYSSEY brought long-sought respect to the medium of the science fiction film. That in itself is an accomplishment worth \$10,500,000 and five years. The fact that 2001 is a continuing commercial success and already a bona fide classic vindicates Kubrick's vision and Clarke's story.

Even I've come around to appreciating it.

What more can I say?

-David Anthony Kraft





MGM presents A Stanley Kubrick Production 2001: A SPACE ODYSSEY in Cinerama

THE CAST

Keir Dullea	Bowman
Gary Lockwood	Poole
William Sylvester	
Daniel Richter	Moonwatcher
Douglas Rain	Hal 9000
Leonard Rossiter	Smyslov
Margaret Tyzack	Elena
Robert Beatty	
Sean Sullivan	
Frank Miller	
THE PROP	O. I. COMP. C. I.

THE PRODUCTION

Directed and produced by	Stanley Kubrick
Screenplay by	Stanley Kubrick, Arthur C. Clarke
Director of Photography	Geoffrey Unsworth
Additional Photography	John Alcott
Production Design Tony	Masters, Harry Lange, Ernie Archer
Editor	Ray Lovejoy
All Special Photographic Ef	fects Designed and Directed by
MR.	KUBRICK

Special effects supervisors....... Wally Veevers, Douglas Trumbull, Con Pederson, Tom Howard

Wardrobe Hardy Amies

JACK KIRBY: ONE MAN'S ODYSSEY



What the title's trying to say is, that it's been a long road to this special Treasury Edition of 2001.

1.11.16.40

Jack Kirby's been at the drawing board since he was barely out of his teens. Born on New York's Lower East Side, Jack spent the earlier part of his youth dreaming of getting out of it. The movies were a big help. Edward G. Robinson and Jimmy Cagney were blasting their way through the gang operas, the Marx Brothers provided boffola comedy relief, and Buster Crabbe was using up all the tin in Hollywood for his rocket ships in Flash Gordon.

But best of all for Jack were the newspaper comic strips. He read them all avidly, absorbed by their appeal. This spurred him to action. He got it on his first professional job at the Max Fleischer Studios, filling in the "inbetween" action on such notables as Popeye, Wimpy, and Olive Oyl.

After that the momentum built. A small newspaper syndicate gave Kirby a crack at strips, editorial cartoons, and miscellaneous illustrated subjects, until he left to involve himself with a new story-telling medium making its initial appearance on the newsstands. Comic books.

It was the real beginning of Kirby's road CAPTAIN AMERICA was published in March 1941, written and drawn by Joe Simon and Jack Kirby for Timely Comics (later to emerge as Marvel). This association was to cover many years and a number of companies, until it dissolved in the fifties. Then, it was back to Marvel for Jack and the renewal of an old acquaintanceship with a young dynamo named Stan Lee. Every comics fan knows the rest. The list of new titles and characters has never stopped burgeoning.

Jack is hyped on the Marvel "big books" and considers 2001: A SPACE ODYSSEY a landmark, worthy of the collector's choice. It is a faithful reproduction of the classic film which has intrigued millions; mind-boggling science-fiction and thorough entertainment for the reader. But, if you're reading this, you've already read "Odyssey," and in the lingo of Stan Lee, "Nuff said!"

Jack Kirby, at this moment, is still busily working on other projects for us, and still dreams of the newer and bigger things which he, and every Marvel fan, knows can come from a simple sheet of 2 ply bristol board.



